A THEROS BESTIARY

A Guide to the Mortals, Immortals, and Mortified Beings of Theros

GUILD

ROB SCHNAUTZ

Credits

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Introduction

I have walked many planes, and lately I have spent a great deal of my time on Theros, cataloguing its assorted denizens. In this volume, I aim to enlighten you with the many wonders of Theros.

Monsters of Myth

The monsters of Theros are, simply put, *mythic*. Never have I encountered such titanic lifeforms in such abundance and diversity on any other plane. The sheer danger of encountering even one of the monsters of Theros gives the planar residents plenty reason to stay within the limits of their polis.

Scope

This document is intended to supplement (and in many cases, replace) the stat blocks provided by *Mythic Odysseys of Theros*. Replacements have been offered only when the *MOoT* version clashed with the style found throughout this work.

This started out as a collection of chimeras on CritterDB. It has been expanded to include every nonlegendary Theros creature shown on a card from the beginning of ***Magic*** up through Commander 2015.

Legendary creatures are planned in the future, but they aren't included here.

How This Book is Organized

The longer I worked on this book, the more I realized I needed separate sections for mortals, immortals, and the dead. Due to the volume of this work and certain technical limitations, the table of contents and index have been omitted. I recommend using your PDF reader's search functionality to locate what you're looking for.

No Pictures?!?

That's right. Due to the sheer volume of this work, no time was devoted to securing illustrations. If you are curious what a creature looks like, I recommend locating it in "Appendix E: Cardnames" and then looking up that card in any *Magic: The Gathering* card database.

Abbreviations Used in This Document

Occasionally, a spell from another source is referenced. Refer to the table below to determine what source the spell is from:

EEPC	*Elemental Evil Player's Companion*
GGtR	*Guildmaster's Guide to Ravnica*

Your Support Counts!

I received no financial compensation writing this sourcebook. I spent nearly every waking hour of my summer vacation from teaching putting this together (and barely finished it in time for the next school year to begin). Your support of my work on this product is greatly appreciated.

Two ways you can support my work:

- I really appreciate feedback! I look forward to revising this document once people tell me what works and what doesn't!
- Financial contributions are appreciated, of course. The product is free and will remain free.

New Mechanics

Theros is full of exciting new ways for characters to interact with the world around themselves. Here are some new mechanics introduced in this document.

Mortals

Due to many of Theros's mortal races being non-humanoid (for example, the centaurs, satyrs, and giants), the word *mortal* is used to indicate any creature that, in its natural state, generally exhibits all of the following traits:

- Its body is capable of dying (not dead or immortal)
- Sentient (able to think)
- Sapient (able to rationalize)

For races that aren't native to Theros, e.g. vedalken, Ravnican gorgons, etc., refer to other literature to assess whether they meet the criteria listed above.

Mortals in a Theros setting include the following:

- Dragons
- Fey races: Centaurs, hags, satyrs
- Giants (except titans)
- Humanoids
- Monstrosity races: Demoloks, harpies, medusas, sirens, sphinxes
- Any of the above that has been polymorphed into a different creature and retains the traits mentioned above

Many immortal and dead creatures have these types, but are not considered mortals. The following types of creatures frequently are members of the aforementioned races, but are never considered mortals:

- Nyxborn
- Titans
- Undead

Losing Mortality

There are two ways for a mortal to lose mortality:

- Mortification (the soul is separated from the body)
- Immortalization (the body housing the soul is turned immortal, or the soul is transferred to an immortal body)

Death

When an NPC dies, it invariably loses its mortality. In most cases, mortification occurs. But in rare cases, a soul is welcomed into Elysia, whereby it is given an immortal body.

Blessing of Immortality

In rarer cases, an NPC might be immortalized via divine or arcane magic.

Natural Immortality

On Theros, the soul is immortal. It exists until it is forgotten by remembered and recorded history. However, a bodiless soul, generally speaking, isn't capable of much.

Size

Long ago, sizes "colossal" and larger were done away with. However, Theros has tons of titanic creatures that are unrivaled in size by the creatures of other planes.

Rolling Dice for Titans

Such titanic creatures are given a massive amount of hit points and deal massive amounts of damage. The utilization of online dice-rolling tools is highly advisable.

Monsters of Myth

When planning an adventure, the DM should keep in mind the sheer power of the gargantuan monsters, most of which could (if the DM isn't careful) end up killing an entire party. If the adventure is a one-shot with throwaway characters, however, the DM might opt to use one for precisely that reason in order to get them into the Underworld.

Traits

Heroic

Theros is full of heroes. The glorious virtues of a hero are manifested when the hero becomes targeted by a spell. The catch? The spell's caster has to *want* the hero to reap the benefits, and in most cases, the benefits last only until the end of combat.

Inspired

The gods reward those who honor them. A creature that is inspired to venerate its god or perform some other action on its turn is rewarded on its following turn.

Mythic Traits

This exciting new feature was introduced in *Mythic Odysseys of Theros*, so it's not exactly new. Creatures that have a mythic trait can only use it once, but it's a powerful trait that can regenerate the creature and often cause other mythical things to occur at the same time. These creatures are the true monsters of Theros.

Spell Nature

Many of Theros's monsters are magical in nature, meaning that they can be destroyed by unraveling the magic threads that give them life. Most of these are nyxborn creatures, woven from the fabric of the night sky. They are creatures in every sense of the word, but they also count as spells. For example, a nyxborn creature could be destroyed using *dispel magic*.

A creature with a spell nature is either divine or arcane, and it has a school type, usually transmutation. Its school type and level are included in the creature type line of its stat block for quick reference.

Tribute

Lords of Theros demand fealty, sometimes for good, but often as a show of power. If the lord doesn't get what he wants, prepare for his wrath.

Not all of the lords of Theros know how to speak. These lords are typically the subject of a cult, and that lord has come to expect tribute from mortals. Its cultists typically know how to respond in its presence, but others may simply write it off as a monster with a mean streak.

Unrenowned

Unrenowned creatures are those with potential waiting to be unlocked. When an unrenowned creature deals damage to a player character for the first time, that creature becomes stronger and loses its unrenowned trait.

Beasts

Akroan Mastiff

Protectors of Akros. The mastiffs make such good watchdogs that Akros can send all its men away to war without fearing the safety of the polis.

Akroan Mastiff

Medium beast (dog), any alignment

Armor Class 12
Hit Points 6 (1d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +4
Senses passive Perception 14
Languages Understands basic commands in Akroan Common but can't speak
Challenge 0 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Badger

Ferocious. The badger is more ferocious than any other beast.

Badger

Tiny beast, unaligned

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed 20 ft., swim 15 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	12 (+1)	12 (+1)	2 (–4)	12 (+1)	5 (–3)

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 0 (0 XP)

Charge. If the badger moves at least 10 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 7 Strength saving throw or be knocked prone. If the target is prone, the badger can make one claw attack against it as a bonus action.

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Trample. The badger can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with its claw. That creature must succeed on a DC 11 Strength saving throw or be knocked prone. If the creature succeeds, the badger can't enter that space and must end its turn immediately. If the badger stops on top of that creature, that creature becomes restrained until the badger moves off it (escape DC 7).

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 13 (4d4 + 3) slashing damage.

Bladetusk Boar

Carnivorous. Bladetusk boars live in the Deathbellow Canyon, where they feast on the flesh of any humans that the minotaurs or other bloodthirsty creatures don't get to first.

Bladetusk Boar

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 15 (2d10 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	2 (–4)	7 (–2)	5 (–3)

Senses passive Perception 8
Languages —
Challenge 2 (450 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Intimidating Presence. The boar can use its action to frighten someone with its menacing presence. When it does so, it chooses one creature that it can see within 30 feet of itself. If the target can see or hear the boar, the target must succeed on a DC 14 Wisdom saving throw or be frightened of the boar until the end of the boar's next turn. On subsequent turns, the boar can use its action to extend the duration of this effect on the frightened target until the end of the boar's next turn. This effect ends if the target ends its turn out of line of sight or more than 60 feet away from the boar. If the target succeeds on its saving throw, the boar can't use this feature on that target again for 24 hours.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it drops to 1 hit point instead.

Actions

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Dove

Dove

Tiny beast, unaligned

Armor Class 12
Hit Points 1 (1d4 – 1)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	15 (+2)	8 (–1)	2 (–4)	12 (+1)	4 (–3)

Skills Perception +3
Senses blindsight 60 ft., passive Perception 13
Languages —
Challenge 0 (10 XP)

Innate Sense of Direction. The dove can innately find its way to a specific fixed location that it is familiar with on the same plane of existence. As long as the dove is on the same plane of existence as the destination, it knows how far the destination is and in what direction it lies. It cannot innately navigate obstacles, however, such as a maze.

Actions

Beak. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Hart

A **hart** is a male elk.

Divine Influence. Heliod occasionally seeks to manipulate the world through the hart with direct possession of the hart. Heliod often finds dramatic ways to make his thoughts known.

The great hart stood like a statue, its hide painted gold by the dawn. The Champion laid down her weapons and stepped forward within an arm's length of the beast. The hart, sacred to Heliod and bathed in the god's own light, bowed to the Champion, marking her as the Chosen of the Sun God.

—*The Theriad*

Hart

Huge beast, any alignment

Armor Class 17 (blessings of the gods)
Hit Points 42 (5d12 + 10)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (–2)	14 (+2)	10 (+0)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 3 (700 XP)

Blessings of the Gods. While the hart is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the hart with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Charge. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hind

A **hind** is a female deer.

"It is not yours to hunt, mortal. Be content with its beauty alone."
—Nylea, god of the hunt

Hind

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (–4)	14 (+2)	5 (–3)

Senses passive Perception 12
Languages —
Challenge 1/4 (50 XP)

Soothing Beauty. A character that finishes a short rest watching the hind for any number of minutes (up to 7) is considered to have finished a short rest for that many hours.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Gore. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Nessian Wolf

Nessian Wolf

Medium beast, unaligned

Armor Class 13
Hit Points 13 (2d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	3 (–4)	12 (+1)	6 (–2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Ox

The yoked ox has been broken to where it will generally not harm another creature unless provoked.

It was in fields of grain, not fields of battle, that the Champion learned to bear the yoke of duty to the gods. She worked the land long before she was called on to defend it.
—*The Theriad*

Ox

Large beast, unaligned

Armor Class 10
Hit Points 38 (4d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (–4)	10 (+0)	4 (–3)

Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Beast of Burden. The ox is considered to be a Huge animal for the purpose of determining its carrying capacity.

Charge. If the ox moves at least 20 feet straight toward a target and then hits it with its gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Prickleboar

Prickleboars have the tusks of mammoths and an array of spikes atop their backs.

"Canyons in the Phoberos badlands are essentially gates to the Underworld."
—Mirinthes, Akroan captain

Prickleboar

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (–4)	7 (–2)	5 (–3)

Senses passive Perception 8
Languages —
Challenge 3 (700 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a spiky slam or ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage and an extra 8 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The boar makes two attacks: a ram attack and a spiky slam attack. It makes these attacks with advantage, and it gets a +1 bonus to damage rolls for both attacks.

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Spiky Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Sedge Scorpion

"Thakolides the Mighty
Slayer of minotaurs
Vanquisher of giants
Killed by a scorpion"
—Inscription on an Akroan grave

Sedge Scorpion

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 – 1)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	11 (+0)	8 (–1)	1 (–5)	8 (–1)	2 (–4)

Senses blindsight 10 ft., passive Perception 9
Languages —
Challenge 0 (10 XP)

Dangerous to the Weak. If a creature below its race's maturity age or having a Constitution modifier of +1 or less becomes poisoned by the scorpion, roll a d10. On a 9 or less, the creature becomes diseased with *acute pancreatitis* (see "Appendix A: Diseases").

Scorpion Venom. A creature poisoned by the scorpion takes 2 (1d4) poison damage each hour until cured of poison.

Actions

Sting. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 20 Constitution saving throw or take 4 (1d8) poison damage and becomes poisoned. If a target poisoned this way is not diseased, that target remains poisoned for no more than 8 hours; otherwise it remains poisoned until cured of poison.

Sigiled Skink

The runes seem to come alive as it moves, rippling like slow flames across its scales.

Sigiled Skink

Tiny beast, unaligned

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	15 (+2)	12 (+1)	1 (–5)	8 (–1)	3 (–4)

Skills Acrobatics +4, Athletics +2, Sleight of Hand +4, Stealth +4, Survival +2
Senses darkvision 30 ft., passive Perception 9
Languages —
Challenge 0 (0 XP)

Evasion. If the skink is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the skink instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Nimble Escape. The skink can take the Disengage or Hide action as a bonus action on each of its turns.

Sigils. An oracle of Purphoros has advantage on rolls made to interpret the skink's sigils. If the skink dies, the sigils disappear.

Slippery. The skink has advantage on ability checks and saving throws made to escape a grapple.

Actions

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target smaller than its head. Hit: 1 piercing damage.

Reactions

Drop Tail. If the skink takes damage greater than 1 that would not kill it, it drops its tail and takes only 1 damage instead.

Sigiled Starfish

Kruphix hid the most dire prophecies about humankind where humans would never find them and tritons wouldn't care to read them.

Sigiled Starfish

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 7 (3d4 + 0)
Speed 0 ft., swim 0.5 in.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	1 (–5)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

Saving Throws Con +2
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, slashing, cold
Condition Immunities exhaustion, prone, charmed, deafened, incapacitated, unconscious, blinded
Senses blindsight 0 ft. (can't see beyond this radius), passive Perception 10
Languages —
Challenge 0 (0 XP)

Bioluminescence. In darkness, the starfish sheds dim light in a 1-foot radius.

Keen Smell. The starfish has advantage on Wisdom (perception) checks that rely on smell.

Relentless. If the starfish takes 10 damage or less that would reduce it to 0 hit points, it drops to 1 hit point instead.

Sigils. An oracle of Kruphix has advantage on rolls made to interpret the starfish's sigils. If the starfish dies, the sigils cease to glow and cannot be seen.

Water Breathing. The starfish can breathe only underwater.

Reactions

Drop Arm. If the starfish becomes trapped under a heavy object, or if a predator sinks its teeth into the starfish, the starfish drops any arms necessary to facilitate escape instead of taking damage.

Song Swan

A song swan is a spell turned into a bird.

"The most enlightened mages create beauty from violence."
—Medomai the Ageless

Song Swan

Medium beast, unaligned

Armor Class 11 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 20 ft., swim 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (–4)	10 (+0)	14 (+2)

Skills Intimidation +4, Performance +4
Senses passive Perception 10
Languages —
Challenge 1/8 (25 XP)

Bioluminescent Markings. The swan has glowing patterns on its skin that take the shape of defensive runes, granting it advantage on saving throws against spells and other magical effects.

Keen Hearing. The swan has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The swan makes two attacks: one with its bite and one with its wings.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Wings. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Squelching Leeches

Leeches are sacred to followers of Pharika for drawing poison from a wound, but feared by everyone else for drawing blood from the flesh.

Squelching Leeches

Medium swarm of tiny beasts, unaligned

Armor Class 10
Hit Points 17 (5d8 – 5)
Speed 5 ft., climb 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (–1)	1 (–5)	9 (–1)	3 (–4)

Skills Stealth +2
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 0 (100 XP)

Amphibious. The leeches can breathe air and water.

Salt Susceptibility. For every handful of salt thrown on the swarm, it takes 3 (1d6) acid damage.

Swamp Camouflage. The swarm has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny leech. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one creature in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer, and the swarm attaches to the target. While attached, the swarm doesn't attack. Instead, at the start of each of the swarm's turns, the target loses 10 (4d4) hit points due to blood loss, or 5 (2d4) if the swarm has half its hit points or fewer. The swarm can detach itself by spending 5 feet of its movement. It does so after it drains 20 hit points of blood from the target or the target dies.

Viper

The serpents' dens built into statues of Pharika serve not only to consecrate her temples, but as a hidden line of defense.

Viper

Tiny beast (snake), unaligned

Armor Class 13
Hit Points 2 (1d4 + 0)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	16 (+3)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

The target becomes poisoned. A creature poisoned by the snake takes 1 poison damage every minute until cured of poison.

Watch Eagle

"Even from miles away, I could see our eagles circling. That's when I gave the command to pick up the pace. I knew we were needed at home."
—Kanlos, Akroan captain

Watch Eagle

Small beast, chaotic good

Armor Class 12
Hit Points 3 (1d6 + 0)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	2 (–4)	14 (+2)	7 (–2)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Vigilant. The eagle can't be surprised.

Actions

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Monsters

Basilisk

The **basilisk** is the most venomous creature known to Theros. Its touch is venomous, its breath is venomous, even eye contact with it is venomous. Thankfully, its eye venom can be avoided by using a blindfold, though that doesn't exactly help avoid its touch or breath.

Lair. The lair of a basilisk is easily identifiable by dead vegetation. The basilisk's skin produces enough venom that plants in the area don't stand a ghost of a chance.

Mirrors. Obviously, a mirror is useless against a foe such as this, contrary to popular legends. In fact, the basilisk is immune to every poison.

Hunting for Profit. Any part of a basilisk might be profitable to sell. Basilisk blood is a pricey commodity due to the obvious challenges in obtaining it. Pharika claims that it can be used to make antidotes, but few have even been able to obtain it to experiment with.

> "Anyone who sees the eyes of a basilisk serpent (*Basilisci serpentis*) dies immediately... Its touch and even its breath scorch grass, kill bushes and burst rocks. Its poison is so deadly that once when a man on a horse speared a basilisk, the venom travelled up the spear and killed not only the man, but also the horse. A weasel can kill a basilisk; the serpent is thrown into a hole where a weasel lives, and the stench of the weasel kills the basilisk at the same time as the basilisk kills the weasel."
>
> —Pliny the Elder

Basilisk

Medium monstrosity, unaligned

Armor Class 12
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (–1)	15 (+2)	2 (–4)	8 (–1)	7 (–2)

Damage Immunities poison, acid
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

Stench. Any creature that starts its turn within 10 feet of the basilisk must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

Venomous Gaze. If a non-basilisk creature starts its turn within 30 ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature becomes infected with the basilisk's venom. Until cured, the venom deals 36 (8d8) poison damage to the creature at the end of its turn.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

Weakness to Weasels. The odor of a living or dead weasel is toxic to the basilisk.

Actions

Acidic Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) poison damage plus 7 (2d6) acid damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Cerberus

The **cerberus** has an arson worse than its bite. If threatened, it lights the land around it aflame.

Cerberus

Small monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 19 (3d6 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	3 (–4)	13 (+1)	6 (–2)

Skills Perception +5, Stealth +4
Damage Immunities fire
Senses passive Perception 15
Languages —
Challenge 4 (1100 XP)

Aggressive. As a bonus action, the cerberus can move up to its speed toward a hostile creature that it can see.

Multiheaded. The cerberus can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Pack Tactics. The cerberus has advantage on an attack roll against a creature if at least one of the cerberus's allies is within 5 feet of the creature and the ally isn't incapacitated.

Wildfire (Mythic Trait; Recharges after a Short or Long Rest). When the cerberus would be reduced to 12 or fewer hit points, it first gains 6 temporary hit points. If it survives, each of its three heads exhales fire in a 15-foot cone. Each creature in those areas must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. Any flammable objects in the areas ignite.

Actions

Multiattack. The cerberus makes three bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 2 (1d4) fire damage.

Chimeras

What would you get if you crossed a lion, a goat, and a dragon? A chimera. The chimeras of Theros don't have much in common with one another aside from sporting unusual combinations of various animal parts. Some have multiple heads, and some fly. Thankfully, most chimeras are not terribly large and are much simpler to dispatch than most of the terrible monsters of Theros.

Coastline Chimera

The **coastline chimera** has the body and head of a lion, the wings of an eagle, a second ram head, and a serpent for its tail.

> Seeing a chimera overhead foretells good fortune, but only because seeing one any closer foretells dismemberment.

Coastline Chimera

Large monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	6 (–2)	14 (+2)	6 (–2)

Skills Perception +4, Stealth +4
Senses passive Perception 14
Languages —
Challenge 2 (450 XP)

Charge. If the chimera moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Multiheaded. The chimera can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Pounce. If the chimera moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the chimera can make one bite attack against it as a bonus action.

Actions

Multiattack. The chimera makes three attacks: one with its lion bite, one with its ram attack, and one with its snake bite.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Lion Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Snake Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Daybreak Chimera

The **daybreak chimera** has the body and tail of a dragon, the heads of a ram-horned lion, a unicorn, and an eagle, and an eagle's wings. It favors the just.

Daybreak Chimera

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	11 (+0)	17 (+3)	16 (+3)

Saving Throws Dex +2, Con +7
Skills Stealth +2, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Understands Celestial but can't speak
Challenge 9 (5000 XP)

Keen Sight. The chimera has advantage on Wisdom (perception) checks that rely on sight.

Multiheaded. The chimera can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Actions

Multiattack. The chimera makes five attacks: two with its claw, one with its eagle bite, one with its lion bite, and one with its horn.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Eagle Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

Lion Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Horn. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Is Something Missing?

The **myriarch** is unique in its nature. At first glance, it appears to be an incomplete stat block. It doesn't even have ability scores! But check out its lone trait, and you'll see it's so much more than what it appears.

Magnificent Chimera

The **magnificent chimera** resembles a lion with a dragon's tail and the upper skull and rack of an elk.

Magnificent Chimera

Large monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	2 (–4)	10 (+0)	8 (–1)

Senses passive Perception 10
Languages —
Challenge 3 (700 XP)

Charge. If the chimera moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The chimera makes two attacks: one with its bite and one with its claw.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Myriarch

The **myriarch** is a sort of chimeric avatar of nearby monsters. Its very existence depends on its proximity to other creatures, but it inherits all the best of their traits.

Myriarch

Monstrosity (chimera), unaligned

Myriarch's Majesty. As long as any monster is within 30 ft. of the chimera, it has all statistics of those monsters. For numeric statistics, use the highest among these monsters. If there are no monsters within 30 ft., the chimera disappears.

Nessian Game Warden

The **Nessian game warden** is more of an animal elemental than an actual beast. It serves as a warning to those who hunt in Nylea's forest.

Nessian Game Warden

Huge monstrosity (chimera), lawful good

Armor Class 12 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	7 (–2)	12 (+1)	7 (–2)

Skills Athletics +9, Perception +4, Animal Handling +3, Nature +0, Acrobatics +4
Senses passive Perception 14
Languages —
Challenge 6 (2300 XP)

Multiheaded. The warden can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Actions

Multiattack. The warden makes two fist attacks.

Call of the Wild (Recharge 5—6). The warden summons a random type of beast represented by one of its heads within 250 feet of itself in a clear space.

Fist. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (3d10 + 4) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 50/100 ft., one target. Hit: 26 (7d6 + 2) bludgeoning damage.

Prescient Chimera

The **prescient chimera** has the head and wings of an owl, the body of a lion, and the tail of a dragon.

Prescient Chimera

Large monstrosity, unaligned

Armor Class 12 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	2 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +4
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Flyby. The chimera doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The chimera has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Actions

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Stormchaser Chimera

The **stormchaser chimera** has the body of a hound, the heads of a bull and an eagle, the wings of an eagle, and the hindquarters of a bull. Its bullhorns channel a powerful electric current.

Stormchaser Chimera

Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	2 (–4)	14 (+2)	7 (–2)

Skills Perception +4
Damage Immunities lightning
Senses passive Perception 14
Languages —
Challenge 3 (700 XP)

Charge. If the chimera moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Keen Sight. The chimera has advantage on Wisdom (perception) checks that rely on sight.

Multiheaded. The chimera can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Actions

Multiattack. The chimera makes two attacks: one with its gore attack and one with its beak.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) piercing damage plus 5 (1d10) lightning damage.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Treeshaker Chimera

The **treeshaker chimera** is a massive five-legged beast with three heads. Its left side is a wolf, its right side is a kudu, and its middle is a lion. In the front, it has one paw, one claw, and one hoof. It is a trophy animal among hunters.

> The wisdom of the past is written on the bones of ancients.

Treeshaker Chimera

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 85 (10d12 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	7 (–2)	14 (+2)	10 (+0)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 7 (2900 XP)

Multiheaded. The chimera can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Keen Hearing and Smell. The chimera has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The chimera makes three attacks: its lion head uses its bite, its wolf head uses its bite, and its antelope head uses its gore attack.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 30 (4d12 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the head grappling the target can't bite another target.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Gore. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 21 (4d8 + 4) piercing damage.

Hoof. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 20 (3d10 + 4) bludgeoning damage.

Cockatrice

A titanic wyvern-peacock with a deadly gaze. It needs merely to fix its eyes on a target to petrify it. The fleetfeather cockatrice is so named for its fleeting speed in flight.

Myths and Superstitions

Synonymy with Basilisk. Many unfamiliar with the cockatrice quickly write it off as another word for *basilisk*. This leads to false notions that a) the cockatrice's touch, breath, glare, etc. are poisonous, and that b) the cockatrice is vulnerable to the smell of a weasel. Neither of these are the case.

Similarity to Gorgons. Because the cockatrice has a very similar power to that of the gorgon, other assumptions are made and perpetuated: a) that a victim must make eye contact with the cockatrice for its gaze to petrify, and b) that the cockatrice can be killed via reflection in a mirror. Again, neither of these is true. In fact, the second is a terrible misconception of the gorgon as well!

Superstitions. Some strange tales have also arisen in the writing of stories for children; among these are that a) if a man sees the cockatrice before the cockatrice sees the man, the cockatrice will instantly die; b) hearing a crowing rooster will cause the cockatrice to instantly die. Do not be fooled by these foolish notions as so many men have!

Edibility. I warn the reader against being fooled about the novelty *cokentrice* recipes. This is a fancy word for "cock-pig", an overpriced dish many pay extra for thinking it is *cockatrice*. As for the edibility of the cockatrice, I do not know whether the petrifying pheromones would be broken down in death or cooking.

Cockatrice

Gargantuan monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 405 (30d20 + 90)
Speed 50 ft., fly 300 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	2 (–4)	13 (+1)	5 (–3)

Skills Perception +3, Acrobatics +5, Stealth +5
Senses passive Perception 13
Languages —
Challenge 17 (18000 XP)

Ambusher. The cockatrice has advantage on attack rolls against any creature it has surprised.

Flyby. The cockatrice doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Limited Petrification Immunity. The cockatrice can't be petrified by a member of its own species.

Molt (Mythic Trait; Recharges After a Short or Long Rest). If the cockatrice drops to 0 hit points, it doesn't die or fall unconscious. Instead, it sheds its skin, regains 405 (30d20+90) hit points, and moves up to its speed without provoking opportunity attacks.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 30 (6d6 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 30 (6d8 + 3) slashing damage.

Death-Darting Eyes. The cockatrice fixes its gaze on one creature within 30 feet of it that the cockatrice can see with both eyes and forces the target to make a DC 13 saving throw. A creature that isn't surprised can use a reaction to Hide and avoid the saving throw. On a failed save, the creature is instantly petrified. A creature that succeeds on the saving throw begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification can only be cured by a god.

Tail. *Melee Weapon Attack:* +5 to hit, reach 60 ft., one target. *Hit:* 18 (6d4 + 3) bludgeoning damage.

Dracones

A dracon is a giant viper.

Grove Dracon

A **grove dracon** is the guardian of a golden apple grove. Due to the dracon's ferocity and size, a cult has formed around this dracon. The dracon has grown accustomed to this sort of worship, though non-cultists might not be aware of the local customs.

> Some fruits are best left ungathered.

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more dracon cultists might be nearby who will pay tribute.
- A friend or foe might be dangerously close to the dracon.
- A quest goal might involve securing one or more golden apples or a molted skin of the dracon.
- A quest goal might involve vanquishing or protecting the dracon.

Nemesis Dracon

The **nemesis dracon** is a 6-eyed dracon with a mouth overloaded with fangs.

Nemesis Dracon

Huge dragon (serpent), unaligned

Armor Class 12
Hit Points 77 (5d20 + 25)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	1 (–5)	10 (+0)	3 (–4)

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 4 (1100 XP)

Shed Skin (Mythic Trait; Recharges after a Short or Long Rest). If the dracon drops to 0 hit points, it doesn't die or fall unconscious. Instead, it sheds its skin, regains 57 (5d20+5) hit points, and moves up to its speed without provoking opportunity attacks.

Actions

Bite. Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

Grove Dracon

Gargantuan dragon (serpent), unaligned

Armor Class 16
Hit Points 580 (40d20 + 160)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	2 (–4)	10 (+0)	3 (–4)

Skills Perception +6
Senses blindsight 10 ft., passive Perception 16
Languages —
Challenge 18 (20000 XP)

Regeneration. The snake eats four golden apples from the grove and it regains 42 (4d20) hit points at the start of its next turn. It can't use this trait if it can't reach any apples.

Expect Tribute. Immediately after initiative rolls in which the snake participates, it expects tribute from a creature within 60 feet that it can see, but does not reveal which one or indicate it expects the tribute. Tribute may be paid by bowing, genuflecting, saluting, or a similar gesture.

If by the beginning of the snake's first turn in combat the creature it selected has paid it tribute, the snake sheds its skin, and emerges larger and more powerful. Until the end of combat, the snake gains a +3 bonus to damage rolls and Strength and Dexterity checks, gains 315 (30d20) temporary hit points, and loses its Regeneration trait.

Actions

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 18 (6d4 + 3) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 20 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Elementals

Theros has several types of elementals.

Ember Swallower

The **ember swallower** is a molten rock elemental in the shape of a manticore.

Ember Swallower

Large elemental, lawful evil

Armor Class 14
Hit Points 68 (8d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (–2)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 6 (4600 XP)

Fire Aura. At the start of each of the ember swallower's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the ember swallower or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Water Susceptibility. For every 5 feet the ember swallower moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Hearts of the Beast (Mythic Trait; Recharges after a Short or Long Rest). When the ember swallower drops to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates cracks in its carapace, revealing its hearts. The ember swallower has three hearts in its chest. A heart has an AC of 14 and 20 hit points. It is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks and to fire, and it is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). If it finishes a short or long rest, the carapace heals, any destroyed hearts regenerate, and the hearts are covered again. The ember swallower dies when all the hearts are destroyed.

Actions

Multiattack. The ember swallower makes four attacks: one with its bite, one with its sting, and two with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and 10 (2d6 +3) fire damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage and 10 (2d6 +3) fire damage.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 8 (1d10 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The ember swallower can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ember swallower regains spent legendary actions at the start of its turn.

Mythic Actions

If ember swallower's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Hearts of the Beast.

Erupt. The ember swallower dies erupts fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Humbler of Mortals

The **humbler of mortals** is a terrain elemental formed from awakened land.

> The anger of the gods multiplied in Nyx, and the land awoke in dark echoes of their rage.

Humbler of Mortals

Gargantuan 6th-level transmutation elemental, unaligned

Armor Class 16 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

Skills Performance +8, Intimidation +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, thunder
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, poisoned, petrified
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Primordial
Challenge 27 (105000 XP)

False Appearance. While the elemental remains motionless, it is indistinguishable from normal terrain.

Magic Weapons. The elemental's weapon attacks are magical.

Spell Nature. In addition to being a creature, the elemental is a 6th-level divine transmutation spell with no target.

Starlight Form. The elemental glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Humbler. As long as there is at least one other elemental within 100 feet of the elemental, this elemental and all elementals in that range gain the following ability:

- ***Trample.*** The elemental can move in and out of a Huge or smaller creature's space. If it would, it uses a bonus action to attack that creature with a melee attack. That creature must succeed on a DC 15 Strength saving throw or be knocked prone. If the creature succeeds, the elemental can't enter that space and must end its turn immediately. If the elemental stops on top of that creature, that creature becomes restrained until the elemental moves off it (escape DC 15).

Actions

Bite. *Melee or Ranged Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 30 (10d4 + 5) slashing damage.

Sting. Melee Weapon Attack: +13 to hit, reach 5 ft., one creature. Hit: 40 (10d6 + 5) piercing damage.

Wing. Melee Weapon Attack: +13 to hit, reach 10 ft., one creature. Hit: 40 (10d6 + 5) bludgeoning damage.

Vortex Elemental

Feared by maritime navigators, the **vortex elemental** is a whirlpool-generating terrain elemental that swallows and regurgitates the sea three times a day.

The sea is always hungry.

Vortex Elemental

Gargantuan elemental, lawful evil

Armor Class 17
Hit Points 465 (30d20 + 150)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	1 (–5)	1 (–5)	8 (–1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, cold
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 5
Languages —
Challenge 14 (11500 XP)

False Appearance. As long as the elemental doesn't have a whirlpool, it is indistinguishable from normal submarine rocks.

Glowing Eyes and Mouth. The elemental's eyes and mouth remain closed and undetectable except when it is awake. An orange glow penetrates the water where its eyes and mouth are when they are opened.

Mouth. The mouth of the elemental is solid rock, 20 feet thick. It opens only during a Whirlpool or a Regurgitate action, then closes promptly when that event is complete.

Stomach. The stomach of the elemental is an undersea cavern that glows bright orange at the bottom. During a Regurgitate, the floor of the cavern rises to meet the elemental's mouth, causing everything inside it to be expelled. Conversely, the cavern's floor sinks 100 feet from the mouth during a Whirlpool. At all times, the stomach is completely filled with water, regardless of its size.

Actions

Whirlpool (3/day; Recharges after a Regurgitate). The elemental opens its mouth, creating a vortex that is 50 feet wide at the base, up to 500 feet wide at the top, and 250 feet tall. Any creature or object in the water and within 250 feet of the vortex is pulled 50 (1d4 * 25) feet toward the center. A creature can swim away from the vortex by making a DC 9 Strength (Athletics) check.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

An object or creature that is 50 feet or less from the mouth of the elemental becomes swallowed.

The whirlpool lasts 10 rounds, and the elemental may not take a Regurgitate action until after the whirlpool is complete.

Smash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target that is in the elemental's whirlpool. *Hit:* 22 (2d8 + 5) bludgeoning damage.

Regurgitate (3/day; Recharges after a Whirlpool is completed). The elemental opens its mouth and belches, creating a 20-foot tall wave that travels from its mouth for 100 feet and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

Anything the elemental has swallowed is expelled with this water.

Wave Elemental

A **wave elemental** can only exist as long as the magic that buffs it exists. Certain hydromancers are capable of animating and buffing these waves.

Wave Elemental

Large elemental, neutral evil

Armor Class 13
Hit Points 0
Speed swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances fire, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses blindsight 30ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Invisible in Water. The elemental is invisible while fully immersed in water.

Trampling Charge. If the elemental moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elemental can make another attack with its hooves against it as a bonus action.

Water Bound. The elemental dies if it leaves the water to which it is bound or that water is destroyed.

Actions

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Fleecemane Lion

The fleecemane lion is virtually indestructible. However, it does have a weakness: an olive wood stake.

Fleecemane Lion

Large monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 22 (3d10 + 6)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	6 (–2)	14 (+2)	10 (+0)

Saving Throws Str +6, Con +4
Skills Perception +4, Stealth +5
Senses passive Perception 14
Languages —
Challenge 4 (1100 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Olive Stake Weakness. If the lion takes piercing damage from a stake made of olive wood, the lion loses its Lion's Blessing and (if it had it) its indestructibility.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

Lion's Blessing (Mythic Trait; Recharges after a Short or Long Rest). If the lion drops to 0 hit points, it doesn't die or fall unconscious. Instead, it gains 7 (1d10+2) hit points and the following traits:

- ***Indestructible.*** The lion can't be destroyed, and having 0 or less hit points doesn't kill it.
- ***Spell Turning.*** The lion has advantage on saving throws against any spell that targets only the lion (not an area). If the lion's saving throw succeeds and the spell is of 4th level or lower, the spell has no effect on the lion and instead targets the caster.

Actions

Multiattack. The lion makes two attacks: one with its bite and one with its claw.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Legendary Actions

The lion can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lion regains spent legendary actions at the start of its turn.

Claw. The lion makes one claw attack.

Roar (Costs 2 Actions). The lion emits a magical roar. Each creature within 60 feet of the lion that can hear the roar must succeed on a DC 12 Wisdom saving throw or be frightened of the lion until the end of the lion's next turn.

Fleshmad Steed

Theros has regular horses, it also has carnivorous mutant horses.

Fleshmad. These six-legged horses are afflicted with a curse of constantly peeling, evaporating, and melting flesh, driving them to madness. To replenish their lost flesh, they must feed on the flesh of humans. Such a feast has a temporary calming effect on the horses.

More disturbing than the unknown is a distortion of the familiar.

Graverobber Spider

The **graverobber spider** is a massive trapdoor spider. The traps it builds are cavernous, and as it excavates, it devours those buried in its path.

Cloaks woven from its webs are durable and waterproof but said to bring on nightmares.

Fleshmad Steed

Large aberration (horse), unaligned

Armor Class 10
Hit Points 13 (2d10 + 2)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (–4)	11 (+0)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Actions

Multiattack. The steed makes five attacks: four with its hooves and one with its bite.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (4d4 + 3) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 3) piercing damage.

Graverobber Spider

Gargantuan beast, unaligned

Armor Class 14 (natural armor)
Hit Points 580 (40d20 + 160)
Speed 120 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	2 (–4)	11 (+0)	4 (–3)

Skills Stealth +3
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 15 (13000 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 20 (4d8 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Digest. The spider vomits digestive juices on a target that has a speed of 5 feet or less or is incapacitated. At the beginning of that target's turn, as long as less than three rounds of combat have passed and the juice has not been rinsed off, the target takes 9 (2d8) acid damage.

Consume. The spider makes a bite attack on a target that it has vomited digestive juices on. For every point of damage dealt, the spider gains that many temporary hit points.

Web (Recharge 5-6). Ranged Weapon Attack: +3 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Griffins

The griffins of Theros are similar to those of other planes.

Decorated Griffin

The decorated griffin is a friendly beast to whomever has decorated it.

The awards and medals of polis-dwellers mean nothing to griffins, but they repay acts of generosity

Decorated Griffin

Large monstrosity, unaligned

Armor Class 12
Hit Points 66 (7d10 + 28)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 2 (450 XP)

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffin makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Reactions

Shield. When a creature the griffin can see makes an attack against a creature that has gifted an item to the griffin and that the griffin can see, the griffin becomes aggressive to that attacking creature.

Griffin Dreamfinder

The griffin dreamfinder is able to see magical radiation that a normal creature cannot.

Some griffins are able to pluck mystic auras from the Aether that are hidden from other mortals.

Griffin Dreamfinder

Large monstrosity, unaligned

Armor Class 12
Hit Points 73 (7d10 + 35)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	20 (+5)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +3
Senses truesight 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Arcane Sight. The griffin passively sees magical radiation within 60 feet of itself as a dim colored glow which can be obstructed by other things it sees.

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffin makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Break Enchantment. The griffin uses its beak to pluck away the strands of any single spell it can reach, dispelling it.

Griffin Guide

Large monstrosity, unaligned

Armor Class 12
Hit Points 51 (6d10 + 18)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 2 (450 XP)

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffin makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

The **Setessan griffin** is a common mount for the polis's sky cavalry.

Most griffins must be caught and broken into the service of the polis. Not so in Setessa, where they volunteer.

Setessan Griffin

Large monstrosity, unaligned

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Eager Servitor. At the beginning of every creature's turn that the griffin can see a Setessan creature, it gains 20 temporary hit points for the duration of that turn and its attacks deal 50% more damage, rounded up.

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffin makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Skyspear Griffin

The **skyspear griffin** gives a Setessan hoplite a lift in battle.

Skyspear Griffin

Large monstrosity, unaligned

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Eager Servitor. At the beginning of every creature's turn that the griffin can see a Setessan creature, it gains 20 temporary hit points for the duration of that turn and its attacks deal 50% more damage, rounded up.

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffin makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Hydras

Heroesbane Hydra

Travelers' tales claim that hydras bite off their own heads to make themselves deadlier.

Heroesbane Hydra

Gargantuan monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 580 (40d20 + 160)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +7
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 17
Languages —
Challenge 22 (41000 XP)

Acidic Blood. When the hydra takes piercing or slashing damage, each creature within 5 feet of the hydra takes 9 (2d8) acid damage.

Hold Breath. The hydra can hold its breath for 1 hour.

Hydra Heads. The hydra has four heads. Whenever the hydra takes 150 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 50 hit points for each head regrown in this way.

Multiple Heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 48 (8d10 + 6) piercing damage.

Pharika has written her secrets on its bones so that only the worthy may discover them.

Lifeblood Hydra

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 57 (5d12 + 25)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1800 XP)

Healing Blood. When the hydra takes piercing or slashing damage, each creature within 5 feet of it regains 9 (2d8) hit points.

Hold Breath. The hydra can hold its breath for 1 hour.

Hydra Heads. The hydra has five heads. Whenever the hydra takes 11 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 11 hit points for each head regrown in this way.

Multiple Heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Trample. The hydra can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with its stomp attack. That creature must succeed on a DC 16 Strength saving throw or be knocked prone. If the creature succeeds, the hydra can't enter that space and must end its turn immediately. If the hydra stops on top of that creature, that creature becomes restrained until the hydra moves off it (escape DC 16).

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Mistcutter Hydras

Mistcutter hydras are the largest of all hydras on Theros. Stats are listed for a **mistcutter hydra broodling**, **adult mistcutter hydra**, and **ancient mistcutter hydra**.

Mistcutter Hydra

Gargantuan monstrosity, unaligned

Armor Class 13 (natural armor)

	Broodling	Adult	Ancient
Hit Points	58 (4d20 + 16)	1480 (80d20 + 640)	1980 (120d20 + 720)
Speed	30 ft., swim 30 ft.	40 ft., swim 40 ft.	40 ft., swim 40 ft.

	STR	DEX	CON	INT	WIS	CHA
Br	19 (+4)	8 (–1)	19 (+4)	2 (–4)	8 (–1)	5 (–3)
Ad	26 (+8)	10 (+0)	26 (+8)	2 (–4)	10 (+0)	7 (–2)
An	22 (+6)	10 (+0)	22 (+6)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +9
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 19
Languages —

	Broodling	Adult or Ancient
Challenge	8 (3900 XP)	29 (135000 XP)

Acidic Blood. When the hydra takes piercing or slashing damage, each creature within 5 feet of the hydra takes 9 (2d8) acid damage.

Amphibious. The hydra can breathe air and water.

Hold Breath. The hydra can hold its breath for 1 hour.

Hydra Heads.

	Broodling	Adult	Ancient
The hydra has this many heads.	4	8	12
Whenever the hydra takes at least this much damage in a single turn, one of its heads dies.	15	185	550

If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn.

	Broodling	Adult	Ancient
The hydra regains this many hit points for each head regrown in this way.	6	75	220

Multiple Heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Siege Monster. The hydra deals double damage to objects and structures.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack.* Reach 15 ft, one target.

	Broodling	Adult	Ancient
To hit	+7	+19	15
Hit (piercing damage)	24 (4d8 + 6)	44 (8d8 + 8)	60 (12d8 + 6)

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more hydra cultists might be nearby who will pay tribute.
- A quest goal might involve securing a hydra head trophy.
- A quest goal might involve vanquishing or protecting the hydra.
- The hydra could be positioned near a particularly difficult-to-fight creature and engage in combat with it.

Nessian Wilds Ravager

Huge monstrosity, unaligned

Armor Class 15
Hit Points 375 (30d12 + 180)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +11
Damage Immunities fire, poison, acid
Senses darkvision 60 ft., passive Perception 21
Languages —
Challenge 20 (25000 XP)

Acidic Blood. When the hydra takes piercing or slashing damage, each creature within 5 feet of the hydra takes 9 (2d8) acid damage.

Expect Tribute. Immediately after initiative rolls in which the hydra participates, it expects tribute from a creature within 60 feet that it can see, but does not reveal which one or indicate it expects the tribute. Tribute may be paid by bowing, genuflecting, saluting, or a similar gesture.

If by the beginning of the hydra's first turn in combat the creature it selected (see "Expect Tribute") has paid it tribute, the hydra uses an action to attack itself 6 times, dealing 25 damage to itself each time.

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has ten heads. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Special Heads. Of the hydra's original ten heads, one can breathe fire and one can breathe poisonous gas. If one of these heads falls off, the two heads that replace it have the same breath traits as the one that was severed. When a head with poisonous breath makes a bite attack, it deals an additional 7 (2d6) poison damage, and when a head with fire breath makes a bite attack, it deals an additional 7 (2d6) fire damage.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads. For up to one special head (see "Special Heads"), it may replace the bite attack with the appropriate breath attack.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage. (See "Special Heads".)

Fire Breath (Recharge 5-6, Fire Breath Head Only). The hydra exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharge 5-6, Poison Breath Head Only). The hydra exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Scourge of Skola Vale

Huge monstrosity, unaligned

Armor Class 15
Hit Points 57 (5d12 + 25)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 3 (700 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has two heads. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Trample. The hydra can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with its stomp attack. That creature must succeed on a DC 15 Strength saving throw or be knocked prone. If the creature succeeds, the hydra can't enter that space and must end its turn immediately. If the hydra stops on top of that creature, that creature becomes restrained until the hydra moves off it (escape DC 15).

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Eat. The hydra eats a corpse and deals 25 piercing damage to itself.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Variant: Face the Hydra

For a more interactive version of the Nessian Wilds Hydra, try this "Face the Hydra" variant, which starts with three heads, doesn't accept tribute, and treats the hydra's body and heads as individual creatures.

Hydra Body

Hydra Body

Huge monstrosity, unaligned

Armor Class 15
Hit Points 172 (15d12 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +6
Senses blindsight 0 ft., passive Perception 16
Languages —
Challenge 10 (5900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Hydra Heads. The hydra has three **hydra heads**. Each head is a separate creature. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

The hydra's heads are friendly to one another. Its heads are attached to its body by 10-foot necks.

To determine which type of head the hydra grows, roll a d20 twice on the Head Type table.

d20	Head Type
1	The head doesn't regrow this turn. Roll an extra time next turn.
2–13	**Hydra head**
14–17	**Ravenous brute head**
18	**Savage vigor head**
19	**Snapping fang head**
20	**Shrieking titan head**

Actions

Unpredictable. Roll a d20 on the Effect table.

d20	Effect
1–3	***Disorienting Glower.*** On its next turn, as its action, one of the hydra's heads casts a disorienting glower at a non-head creature. That creature must succeed on a DC 10 Wisdom saving throw or become frightened of the hydra and its heads for 1 minute.
4–6	***Distract the Hydra.*** If there is a corpse within 60 feet of the hydra, the hydra moves up to its speed toward the corpse. Each of its heads has a 50% chance of spending its next turn eating that corpse.
7	***Grown from the Stump.*** If the hydra would grow any heads this turn, it grows one additional head.
8	***Hydra's Impenetrable Hide*** If any of the hydra's heads would be reduced to 0 hit points before the hydra's next turn, it is reduced instead to 1.
9	***Neck Tangle.*** If the hydra has at least five heads, two of them become grappled by one another's necks, escape DC 17 Strength. While tangled, those heads can't move more than 5 feet from one another.
10	***Noxious Hydra Breath.*** The hydra exhales a poison gas, and each head that isn't incapacitated deals 5 necrotic damage to any non-head creature within 5 feet of that head.
11	***Strike the Weak Spot.*** Immediately after the hydra's turn ends, up to one damaged head falls off the hydra and dies. If it was an elite head, the hydra immediately takes an additional turn.
12–14	***Swallow the Hero Whole.*** Until the hydra's next turn, the next successful bite attack a head makes against a Medium or smaller target causes that head to swallow that target. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the hydra, and it takes 10 (3d6) acid damage at the start of each of the hydra's turns. The hydra can have only one target swallowed at a time. If the hydra dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.
15–16	***Torn Between Heads.*** Until the hydra's next turn, whenever a head bites a creature, it grapples that creature (escape DC 15). If two or more heads grapple the same creature, that creature takes 1d6 piercing damage per head that is grappling it each time a new head grapples it. The grapple ends at the start of the hydra's next turn.
17–20	***Unified Lunge.*** All the hydra's heads make a bonus bite action simultaneously if possible.

Hydra Head

Huge monstrosity, unaligned

Armor Class 15
Hit Points 34 (3d12 + 15)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 2 (450 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Ravenous Brute Head

Huge monstrosity, unaligned

Armor Class 15
Hit Points 69 (6d12 + 30)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	1 (–5)	10 (+0)	7 (–2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 3 (700 XP)

Elite Head. When the head dies, the number of heads the hydra would regain from it is three instead of two.

Actions

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 11 (1d10 + 6) piercing damage.

Savage Vigor Head

Huge monstrosity, unaligned

Armor Class 15
Hit Points 92 (8d12 + 40)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	2 (–4)	9 (–1)	8 (–1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Elite Head. When the head dies, the number of heads the hydra would regain from it is three instead of two.

Actions

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 11 (1d10 + 6) piercing damage.

Shrieking Titan Head

Huge monstrosity, unaligned

Armor Class 15
Hit Points 92 (8d12 + 40)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	2 (–4)	9 (–1)	8 (–1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Elite Head. When the head dies, the number of heads the hydra would regain from it is three instead of two.

Actions

Multiattack. The head makes two attacks: one with its bite and one with its shriek.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 6 piercing damage and 5 (2d4) necrotic damage.

Shriek. Each non-head creature within 30 ft. of the head that can hear it takes 3 (1d6) psychic damage.

Snapping Fang Head

Huge monstrosity, unaligned

Armor Class 15
Hit Points 92 (8d12 + 40)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	2 (–4)	9 (–1)	8 (–1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 5 (1800 XP)

Elite Head. When the head dies, the number of heads the hydra would regain from it is three instead of two.

Actions

Multiattack. The head makes two attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 6 piercing damage and 5 (2d4) fire damage.

Fleetscourge Kraken

Gargantuan monstrosity (kraken), chaotic evil

Armor Class 20 (natural armor)
Hit Points 990 (60d20 + 360)
Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	1 (–5)	9 (–1)	17 (+3)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses passive Perception 9
Languages —
Challenge 21 (33000 XP)

Amphibious. The kraken can breathe air and water.

Forceful Breach. If the kraken breaches the surface, it creates a massive wave that pushes all Huge and smaller floating objects, structures, and creatures within a 500-foot radius 100 feet away from the kraken. If the kraken makes a bite attack as it breaches, targets it bites aren't affected by the forceful breach.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes two arm attacks, each of which it can replace with one use of Fling.

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 60 (12d8 + 6) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Arm. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 27 (6d6 + 6) bludgeoning damage, and the target is grappled (escape DC 15). The kraken has two arms. Until this grapple ends, the target is restrained and the kraken cannot make attacks with that arm.

Fling. One Large or smaller object held or creature grappled by the kraken's arm is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

The **shipbreaker kraken** is a serpent with a six-clawed crab where its head should be.

Shipbreaker Kraken

Gargantuan monstrosity, chaotic evil

Armor Class 20 (natural armor)
Hit Points 990 (60d20 + 360)
Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	1 (–5)	9 (–1)	17 (+3)

Saving Throws Cha +11
Damage Immunities lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses passive Perception 9
Languages —
Challenge 25 (75000 XP)

Amphibious. The kraken can breathe air and water.

Hearts of the Kraken (Mythic Trait; Recharges after a Short or Long Rest). When the kraken drops to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates tears in its hide, revealing its hearts, and the kraken. The kraken has four hearts: two on its chest, one on its back, and one at the base of its tail. A heart has an AC of 20 and 165 (10d20+60) hit points. It is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks, and it is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). If it finishes a short or long rest, the carapace heals, any destroyed hearts regenerate, and the hearts are covered again. The kraken dies when all the hearts are destroyed.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes two claw attacks, each of which it can replace with one use of Fling.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 60 (12d8 + 6) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Constrict. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 27 (6d6 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the kraken cannot constrict another target.

Fling. One Large or smaller object held or creature grappled by the kraken's claw is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 50 (8d10 + 6) bludgeoning damage, and the target is grappled, escape DC 22. The crab has six claws, each of which can grapple only one target.

Legendary Actions

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Claw Attack or Fling. The kraken makes one claw attack or uses its Fling.

Constrict (Costs 2 Actions). The kraken uses Constrict.

Move. The kraken moves up to its speed.

Mythic Actions

If the kraken's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Hearts of the Kraken.

Rampage (Costs 2 Actions). The kraken makes four attacks with its claws.

Stormsurge Kraken

A well-disciplined summoner of sea monsters can summon a **stormsurge kraken** as a powerful ally in naval combat if they possess the proper telepathic skills.

Most see krakens as wantonly violent, failing to notice their meticulous attention to detail when dismantling a vessel.

Stormsurge Kraken

Gargantuan monstrosity, lawful evil

Armor Class 18 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	21 (+5)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +13, Dex +8, Con +13, Int +14, Wis +12
Damage Immunities lightning, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses truesight 120 ft., passive Perception 14
Languages —
Challenge 28 (120000 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Limited Magic Immunity. The kraken can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Siege Monster. The kraken deals double damage to objects and structures.

Willing Servant. As long as the kraken maintains a telepathic bond with a master, the kraken gets a +2 bonus on Strength and Dexterity checks, and its hit points and hit point maximum increase by 210 (20d20) until that bond is broken.

Actions

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. Melee Weapon Attack: +21 to hit or +23 to hit if following a command, reach 5 ft., one target. Hit: 50 (10d8 + 5) piercing damage or 70 (14d8 + 7) piercing damage if following a command. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 15 Constitution saving throw at the end of that turn, or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +21 to hit or +23 to hit if following a command, reach 30 ft., one target. Hit: 40 (10d6 + 5) bludgeoning damage or 56 (14d6 + 7) bludgeoning damage if following a command, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Thassa felt no need to punish the sailors for their folly in crossing the straits. The kraken would do it for her.

Strait Kraken

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 396 (24d20 + 144)
Speed 0 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	6 (–2)	14 (+2)	7 (–2)

Skills Perception +6
Condition Immunities paralyzed, stunned
Senses passive Perception 16
Languages —
Challenge 14 (11500 XP)

Drop Tentacles: If the kraken takes 100 or more damage to one tentacle in a single round, that tentacle falls off.

Extremely Heavy. The kraken can survive for 3 hours on land. Every turn thereafter, the kraken takes 1 bludgeoning damage for every turn it remains on land. This damage comes from its weight crushing it, so being magically lifted, being given a flying speed, or other means of the DM's discretion can prevent it. Additionally, the kraken takes double the normal damage from falling, but if it falls onto a creature, that creature takes an equal amount of bludgeoning damage.

Massive Lungs. The kraken can hold its breath for 90 minutes. The kraken won't lose its held breath as a result of damage.

Actions

Tentacles. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: 9 (3d6 + 6) bludgeoning plus 7 (2d6) piercing damage and the target is grappled (escape DC 20 Strength). It can release a grappled creature as a free action.

Miss: If the target isn't fully underwater and the tentacle used for the attack is above the surface, the tentacle slaps the surface of the water, dealing 4 (1d8) bludgeoning damage to the target. If the tentacle was grappling anything, it isn't anymore.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 37 (7d8 + 6) bludgeoning damage.

Zendikar Krakens

Zendikar Kraken

When Kiora battled Thassa, she summoned every type of sea monster she knew from Zendikar. No doubt some of these remain on Theros.

Zendikar Kraken

Gargantuan monstrosity, chaotic evil

Armor Class 18 (natural armor; arms 10)
Hit Points 1755 (90d20 + 810)
Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	28 (+9)	1 (–5)	9 (–1)	17 (+3)

Saving Throws Cha +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened
Senses truesight 120 ft., passive Perception 9
Languages —
Challenge 28 (120000 XP)

Hold Breath. While out of water, the kraken can hold its breath for 1 hour.

Siege Monster. The kraken deals double damage to objects and structures.

Water Breathing. The kraken can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 50 (9d8 + 9) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 31 (9d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 24 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Arm. Melee Weapon Attack: +11 to hit, reach 30 ft., one target. Hit: 40 (9d6 + 9) bludgeoning damage, and the target is grappled (escape DC 24). Until this grapple ends, the target is restrained. The kraken has twelve arms, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the kraken's arm is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 24 Dexterity saving throw or take the same damage and be knocked prone.

Legendary Actions

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Claw Attack or Fling. The kraken makes one arm attack or uses its Fling.

Move. The kraken moves up to its speed.

A spike and a maul are needed to crack their shells, but the taste is worth the effort.

Zendikar Kraken Hatchling

Gargantuan monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 580 (40d20 + 160)
Speed 15 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (–1)	18 (+4)	1 (–5)	7 (–2)	8 (–1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, slashing
Senses blindsight 30 ft. (can't see beyond this radius), passive Perception 8
Languages —
Challenge 13 (10000 XP)

Hold Breath. While out of water, the kraken can hold its breath for 1 hour.

Water Breathing. The kraken can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (8d4 + 0) piercing damage.

Leucrocota

The **leucrocota** is a hooved beast with a badger's head and an insatiable appetite. It calls the names of its victims into the wilderness in the night.

Hunger makes a leucrocota dangerous. A full belly makes it angry and dangerous.

Nessian Asp

The **Nessian asp** is a two-headed snake.

It's not the two heads you should fear. It's the four fangs.

Leucrocota

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 38 (4d10 + 16)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	9 (–1)	12 (+1)	6 (–2)

Skills Deception +0, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Smell. The leucrocota has advantage on Wisdom (perception) checks that rely on smell.

Kicking Retreat. If the leucrocota attacks with its hooves, it can take the Disengage action as a bonus action.

Mimicry. The leucrocota can mimic animal sounds and mortal voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Rampage. When the leucrocota reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.

Vigilant. The leucrocota can't be surprised.

Actions

Multiattack. The leucrocota makes two attacks: one with its bite and one with its hooves.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the leucrocota scores a critical hit, it rolls the damage dice three times, instead of twice.

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

Eat Corpse (Mythic Trait; Recharges After a Short or Long Rest). The leucrocota devours a corpse it can reach. It gets a +3 bonus to Strength and Dexterity checks and damage rolls, and gains 16 (3d10) temporary hit points. This effect ends when the leucrocota finishes a Short or Long Rest.

Nessian Asp

Medium monstrosity (snake), unaligned

Armor Class 14
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (–4)	10 (+0)	3 (–4)

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

Shed Skin (Mythic Trait; Recharges after a Short or Long Rest). If the asp drops to 0 hit points, it doesn't die or fall unconscious. Instead, it sheds its skin, regains 19 (4d8+1) hit points, and moves up to its speed without provoking opportunity attacks.

Two Heads. The asp has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack. The asp makes two bite attacks on either one or two targets that are within 5 feet of each other.

Bite. Melee Weapon Attack: +2 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Octopuses

Octopuses are viewed as monsters on Theros– unnatural creatures.

Godhunter Octopus

Summoned from Zendikar by Kiora, the **godhunter octopus** feeds on magic. It possesses olfactory senses that can discern various types of magic that aid in its hunt.

> "I will match Thassa drop for drop and show a god what true power is."
> —Kiora

Godhunter Octopus

Gargantuan monstrosity (octopus), unaligned

Armor Class 14 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	6 (–2)	12 (+1)	6 (–2)

Skills Perception +8, Stealth +8
Senses arcane smell, blindsight 0 ft. (can't see beyond this radius), passive Perception 18
Languages —
Challenge 23 (50000 XP)

Godhunter. The octopus deals double damage to creatures that are spells and to creatures under spells.

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Keen Arcane Smell. The octopus can smell magic and discern precise details about the magic it smells. It has advantage on Wisdom (perception) checks that rely on smelling magic.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Multiattack. The monster makes three attacks: one attack with its arms and two with its bite.

Arms. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 40 (10d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16) and brought within 5 ft. of the octopus's mouth. Until this grapple ends, the target is restrained, and the octopus can't use its arms on another target.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target grappled by the octopus's arms. Hit: 40 (10d6 + 5) piercing damage.

Ink Cloud (Recharges after a Short or Long Rest). A 40-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Monstrous Octopus

The largest creatures of the seas are confined to sealocks by the tritons, and are known as sealock monsters. However, sailors are free to enter these sealocks.

Monstrous Octopus

Large beast (octopus), unaligned

Armor Class 11
Hit Points 220 (21d10 + 105)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	4 (–3)	10 (+0)	4 (–3)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (4600 XP)

Hearts of the Octopus (Mythic Trait; Recharges after a Short or Long Rest). When the octopus drops to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates tears in its skin, revealing its hearts. The octopus has three hearts in its cephalothorax. A heart has an AC of 11 and 40 hit points. It is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). If it finishes a short or long rest, the skin heals, any destroyed hearts regenerate, and the hearts are covered again. The monster dies when all the hearts are destroyed.

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Multiattack. The octopus makes two attacks: one attack with its tentacles and one with its bite.

Tentacles. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16) and brought within 5 ft. of the octopus's mouth. Until this grapple ends, the target is restrained, and the monster can't use its tentacles on another target.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target grappled by the octopus's tentacles. Hit: 12 (2d6 + 5) piercing damage.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Mythic Actions

If the octopus's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Hearts of the Octopus.

Flood (Costs 2 Actions). The octopus splashes water from the sea, causing the water level of all standing water in a 100-foot cube area around it to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If the octopus isn't near land, it instead creates a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

Water that doesn't run off the land back into the sea gradually disappears over the course of 14 days.

Pegasi

Pegasi on Theros are more easily tamed than on other planes. The sky cavalry of Meletis have mastered these steeds. The pegasi of Theros are white and gold.

Cavalry Pegasus

The **cavalry pegasus** represents the typical mount for a Meletian sky cavalry soldier.

"It is hope, winged and hooved."
—Cymede, queen of Akros

Cavalry Pegasus

Large celestial, chaotic good

Armor Class 15 (natural armor)
Hit Points 6 (1d10 + 1)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	10 (+0)	15 (+2)	13 (+1)

Skills Perception +4
Senses passive Perception 14
Languages Understands simple commands from its rider
Challenge 1 (200 XP)

Actions

Hooves. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d6 + 1) bludgeoning damage.

Loyal Pegasus

The **loyal pegasus** represents a pegasus that has developed a strong bond with its rider.

"Even if I should die in the saddle, she will not let me fall to the ground."
—Hypatia of the Winged Horse

Loyal Pegasus

Large celestial, chaotic good

Armor Class 15 (natural armor)
Hit Points 6 (1d10 + 1)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	10 (+0)	15 (+2)	13 (+1)

Skills Perception +4
Senses passive Perception 14
Languages Understands simple commands from its rider
Challenge 3 (700 XP)

Four-Legged Friend. If the pegasus should become separated from its rider, it spends its turns trying to rejoin the rider. If the rider dies, the pegasus flies off in search of a new rider and will not fight again until it finds one.

Actions

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

Floodtide Serpent

"Pray to Thassa for *what*? A bigger monster to eat it? A wave that can wash it away? What then?"
—Lindos, merchant of Meletis

Floodtide Serpent

Gargantuan monstrosity, unaligned

Armor Class 12
Hit Points 580 (40d20 + 160)
Speed swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (–2)	18 (+4)	1 (–5)	8 (–1)	4 (–3)

Saving Throws Con +9, Wis +4
Senses passive Perception 9
Languages —
Challenge 15 (13000 XP)

Splash. Whenever the serpent strikes the surface of the water after a breach, it creates a massive splash, causing the water level of all standing water in a 100-foot cube area around it to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land.

If the serpent isn't near land, it instead creates a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

Water that doesn't run off the land back into the sea gradually disappears over the course of 14 days.

Submarine Nature. If the serpent is underwater, it stays submerged except when breaching. After breaching, if it lands on water, it submerges once again.

Swallow. When a Large or smaller creature is bitten by the serpent, or when it is in the serpent's path as it breaches (but before it falls), it must succeed on a DC 11 Dexterity saving throw or be swallowed by the serpent. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the serpent, and it takes 21 (6d6) acid damage at the start of each of the serpent's turns.

If the serpent takes 30 damage or more on a single turn from a creature inside it, the serpent must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the serpent. If the serpent dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Water Breathing. The serpent can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 40 (8d8 + 4) piercing damage. (See the Swallow trait.)

Breach (Recharge 5-6). The serpent breaches at a 45 degree angle to the surface, its head reaching an apex height of 110 ft. It does this with its mouth open. It attempts to swallow Large or smaller creatures that it intercepts this way, and bites Huge or larger creatures. (See the Swallow trait.) It then closes its mouth and falls back into the water, striking the surface as it does so. (See the Splash trait.)

"It's like a reef that runs aground on ships."
—Jaby, Silundi Sea nomad

Shoal Serpent

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 775 (50d20 + 250)
Speed swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	7 (–2)	12 (+1)

Saving Throws Con +10, Wis +3
Skills Stealth +6
Senses passive Perception 8
Languages —
Challenge 18 (20000 XP)

Submarine Nature. If the serpent is underwater, it stays submerged except when breaching. After breaching, if it lands on water, it submerges once again.

Swallow. When a Huge or smaller creature is bitten by the serpent, or when it is in the serpent's path as it breaches (but before it falls), it must succeed on a DC 13 Dexterity saving throw or be swallowed by the serpent. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the serpent, and it takes 21 (6d6) acid damage at the start of each of the serpent's turns.

If the serpent takes 30 damage or more on a single turn from a creature inside it, the serpent must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the serpent. If the serpent dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Water Breathing. The serpent can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 50 (10d8 + 5) piercing damage. (See the Swallow trait.)

Breach (Recharge 5-6). The serpent breaches at any angle, its head reaching an apex height of 50 ft, arcing back toward the surface. It breaches with its mouth open. It attempts to swallow Huge or smaller creatures that it intercepts this way, and bites Gargantuan creatures. (See the Swallow trait.) It then closes its mouth and falls back into the water.

Vulpine Goliath

The **vulpine goliath** is a gigantic fox that can never be caught. It feeds on whatever it wants to.

"With a diet of hydras, giants, and massive serpents, anything would get that big."
—Corisande, Setessan hunter

Vulpine Goliath

Huge beast (fox), unaligned

Armor Class 14 (natural armor)
Hit Points 57 (5d12 + 25)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	4 (–3)	14 (+2)	7 (–2)

Skills Perception +3, Stealth +4, Survival +2
Condition Immunities grappled, restrained, paralyzed, incapacitated, exhaustion, charmed, prone, stunned, unconscious
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Senses. The fox has advantage on Wisdom (Perception) checks that rely on sight, hearing or smell.

Prophetic Fulfilment. If any creature tries to catch the fox, it fails. If a paradox is formed in this way because that creature cannot fail, both that creature and the fox become petrified.

Trample. The fox can move in and out of a Large or smaller creature's space. If it would, it uses a bonus action to attack that creature with its paw. That creature must succeed on a DC 16 Strength saving throw or be knocked prone. If the creature succeeds, the fox can't enter that space and must end its turn immediately. If the fox stops on top of that creature, that creature becomes restrained until the fox moves off it (escape DC 16).

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., 1 target. Hit: 33 (6d8 + 6) piercing damage.

Paw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (6d4 + 6) bludgeoning damage.

Mortals

One might be surprised to learn how many sapient mortal races exist on Theros. These include the centaurs, cyclopes, demoloks, dragons, giants, hags, harpies, humans, leonin, minotaurs, satyrs, sirens, sphinxes, and tritons. In this section, you will find all sorts of mortal NPC characters.

Centaurs

The horse-men of Theros are smaller than the centaurs of the *Monster Manual*. These centaurs are also more civilized.

Lagonna Band

The Lagonna band concerns itself with issues of morality, heroic deeds, and diplomacy.

Lagonna Chronicler

A **Lagonna chronicler** is a storyteller, and it has an eye for picking out heroes.

> She paints pictures with words, though not all pictures show the truth.

Lagonna Chronicler

Medium fey (centaur), lawful neutral

Armor Class 13 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	16 (+3)	11 (+0)	12 (+1)

Skills Acrobatics +2, Performance +3, History +5, Nature +5
Senses passive Perception 10
Languages Common, Sylvan, Any one language
Challenge 1/4 (50 XP)

Charge. If the chronicler moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Innate Spellcasting. The chronicler's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *silent image*, *legend lore*

2/day: *charm person*

Actions

Hooves. Melee Weapon Attack: one target. +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Lagonna Elder

The **Lagonna elders** are wizened with age. They aren't as strong as they once were, but they impart knowledge to those who have ears for it.

> "The best lessons are not the ones I teach. They are the ones the pupils realize for themselves."

Lagonna Elder

Medium fey (centaur), lawful neutral

Armor Class 12 (padded)
Hit Points 13 (2d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Wis +4
Skills History +2, Insight +4, Persuasion +3, Survival +4
Senses passive Perception 12
Languages Sylvan, Common
Challenge 1/2 (100 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot. ***Motivated by Magic.*** At the start of combat, if the centaur can detect a friendly spell within 30 feet of itself, it gains 3d8 temporary hit points until the end of combat.

Actions

Hooves. Melee Weapon Attack: one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Lagonna Trailblazer

A **Lagonna trailblazer** ventures where no centaur has gone before.

> Go forth with honor, return with glory.

Lagonna Trailblazer

Medium fey (centaur), lawful neutral

Armor Class 18 (leather)
Hit Points 34 (4d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	11 (+0)

Skills Nature +4, Perception +4, Stealth +5, Survival +4, Medicine +4
Senses passive Perception 14
Languages Sylvan, Common
Challenge 1 (200 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Heroic. Whenever the centaur becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the centaur, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 0) piercing damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8 + 0) piercing damage.

Hooves. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4 + 0) bludgeoning damage.

Pheres Band

The Pheres band views the world as a contest of strength and an adventure to be had.

Pheres Archer

"Poets speak of your unrivaled speed," the Champion said to the assembled centaurs, "but it is plain to see that your true strength lies in your unwavering loyalty to one another."
—*The Theriad*

Pheres Archer

Medium fey (centaur), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	17 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Con +5
Skills Athletics +3, Perception +4, Survival +4, Medicine +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 2 (450 XP)

Battle Readiness. The archer has advantage on initiative rolls.

Charge. If the archer moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Extra Attack. The archer can attack twice, instead of once, whenever it takes the Attack action on its turn.

Improved Critical. The archer's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Hooves. Melee Weapon Attack: +5 to hit, one target. Hit: 6 (1d4 + 4) bludgeoning damage.

Pheres Charger

A **Pheres charger** is a master of battle and the leader of its herd.

> "A herd is only as strong as its weakest. Our weakest just killed his third minotaur raider—today."
>
> —Braulios of Pheres Band

Pheres Charger

Medium fey (centaur), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Con +5
Skills Athletics +5, Perception +3, Survival +5
Senses passive Perception 13
Languages Common, Sylvan
Challenge 3 (700 XP)

Battle Readiness. The charger has advantage on initiative rolls.

Charge. If the charger moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Heroic. Whenever the charger becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the charger, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Improved Critical. The charger's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Multiattack. The charger makes three attacks with its scimitar; or two with its scimitar and one with its hooves.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Pheres Raider

Medium fey (centaur), chaotic neutral

Armor Class 15 (padded)
Hit Points 13 (2d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Con +4
Skills Athletics +4, Perception +4, Survival +4, Medicine +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 2 (450 XP)

Battle Readiness. The centaur has advantage on initiative rolls.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Extra Attack. The centaur can attack twice, instead of once, whenever it takes the Attack action on its turn.

Improved Critical. The centaur's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Hooves. Melee Weapon Attack: +6 to hit, one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Shield Bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage in melee, or 4 (1d6 + 1) piercing damage at range.

Planar Ally. The centaur casts *planar ally*, requesting two **nyxborn centaurs** from Kruphix.

Pheres Raider

Pheres-band raiders pray to Kruphix for aid during battle, and he typically looks with favor upon them.

> "Who can deny the call to battle when it sings in our blood?"

Pheres Reveler

Pheres-band revelers represent members of the band that are participating in a Skola Vale revel.

Pheres Reveler

Medium fey (centaur), chaotic neutral

Armor Class 12 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (–1)	15 (+2)	6 (–2)	10 (+0)	16 (+3)

Saving Throws Con +4
Skills Athletics +4, Perception +2, Survival +2, Medicine +2
Senses passive Perception 12
Languages Common, Sylvan
Challenge 1/8 (25 XP)

Battle Readiness. The centaur has advantage on initiative rolls.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Extra Attack. The centaur can attack twice, instead of once, whenever it takes the Attack action on its turn.

Improved Critical. The centaur's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Hooves. Melee Weapon Attack: +4 to hit, one target. Hit: 4 (1d4+2) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Thunderhoof

Medium fey (centaur), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 25 (3d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Con +6
Skills Athletics +5, Perception +4, Survival +4, Medicine +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 2 (450 XP)

Battle Readiness. The centaur has advantage on initiative rolls.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The centaur counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Improved Critical. The centaur's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Magic Weapons. The centaur's weapon attacks are magical.

Actions

Multiattack. The centaur makes two club attacks.

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Hooves. Melee Weapon Attack: +7 to hit, one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Reactions

Heroic. Whenever the centaur becomes targeted by a spell, that spell's caster may use a bonus action to cast *buff* at 2nd level, targeting the centaur and requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Thunderhoof

"Flesh and bone or star and shadow. It makes no difference to my club."

Tromper

Anger is what drives a **tromper** to victory.

Tromper

Medium fey (centaur), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Con +5
Skills Athletics +5, Perception +4, Survival +4, Medicine +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 2 (450 XP)

Battle Readiness. The centaur has advantage on initiative rolls.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Improved Critical. The centaur's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Inspired. At the beginning of the centaur's turn, if it made a greataxe attack during its last turn, it uses a bonus action to cast *buff* on itself, requiring no components and no spell slots. This *buff* can't trigger any Heroic traits.

Actions

Multiattack. The centaur can makes two greataxe attacks.

Hooves. *Melee Weapon Attack:* +7 to hit, one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Unaligned Centaurs

Centaurs in this section could have come from either of the Lagonna or Pheres bands. Or, perhaps they are bandless, by choice or by circumstance.

Centaur Courser

Centaur coursers are skilled sportsmen who pursue their game.

> Khestes the Adamant, the Champion's closest ally among the centaurs, took one stone to his shoulder and another to his flank. He held his stride and his aim, and let fly the arrow that killed the giant Grinthax.
>
> —*The Theriad*

Centaur Courser

Medium fey (centaur), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Con +5
Skills Athletics +5, Perception +3, Survival +3, Nature +2
Senses passive Perception 13
Languages Common, Sylvan
Challenge 3 (700 XP)

Battle Readiness. The courser has advantage on initiative rolls.

Charge. If the courser moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Improved Critical. The courser's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Multiattack. The courser makes two attacks.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Disciple of Nylea

Disciples of Nylea are sportsmen who hunt with the bow and arrow, sometimes poaching in others' domains. In case of conflict, these hunters wear armor and maintain favor with Nylea.

Disciple of Nylea

Medium fey (centaur), chaotic neutral

Armor Class 17 (half plate)
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	17 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +5, Perception +3, Nature +2
Senses passive Perception 13
Languages Common, Sylvan
Challenge 2 (450 XP)

Archer's Eye (3/Day). As a bonus action, the disciple can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Charge. If the disciple moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Nylea's Blessing. When the disciple rolls for initiative, it gains temporary hit points equal to the number of allied centaurs within 5 feet of it.

Actions

Multiattack. The disciple makes two attacks with its shortbow.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6 + 3) piercing damage.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Disciple of Pharika

Disciples of Pharika dip their arrows in poisons.

Disciple of Pharika

Medium fey (centaur), chaotic neutral

Armor Class 20 (plate, shield)
Hit Points 68 (8d8 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Con +7
Skills Athletics +6, Perception +4, Survival +4, Medicine +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 5 (1800 XP)

Battle Readiness. The disciple has advantage on initiative rolls.

Charge. If the disciple moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The disciple counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Improved Critical. The disciple's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Unrenowned. The disciple has a -1 penalty on damage rolls and Strength and Dexterity checks, and its hit point total and maximum are each reduced by 4 (1d8). The first time the disciple deals damage to a player character, it loses this trait permanently.

Actions

Multiattack. The disciple makes two attacks.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) poison damage.

Hooves. Melee Weapon Attack: one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Fanatic of Xenagos

Not all of Xenagos's followers are satyrs. A **fanatic of Xenagos** demands tribute from others to Xenagos.

Fanatic of Xenagos

Medium fey (centaur), any non-good alignment

Armor Class 16 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Con +5
Skills Deception +4, Persuasion +4, Religion +2, Perception +4, Survival +4, Animal Handling +4
Senses passive Perception 14
Languages Common, Sylvan
Challenge 3 (700 XP)

Battle Readiness. The warrior has advantage on initiative rolls.

Charge. If the warrior moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Demand Tribute. Immediately after initiative rolls in which the fanatic participates, it demands an offering for Xenagos from a creature it can see. That creature may give something to the fanatic as a bonus action.

If the offering is acceptable: Until the end of combat, the fanatic gains a +1 bonus to damage rolls and Strength and Dexterity checks, and it gains 4 (1d8) hit points.

If the offering isn't acceptable or isn't made: The fanatic uses a bonus action to make one attack.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 12, +6 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

Trample. The fanatic can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with its hooves. That creature must succeed on a DC 13 Strength saving throw or be knocked prone. If the creature succeeds, the fanatic can't enter that space and must end its turn immediately. If the fanatic stops on top of that creature, that creature becomes restrained until the fanatic moves off it (escape DC 13).

Actions

Multiattack. The fanatic makes four melee attacks.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Stake. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Swordwise Centaur

The **swordwise centaurs** of the Pheres band are combat trainers.

> The girl who would become the Champion of the Sun hacked furiously at the practice dummy. At last she stopped, breathing heavily, and looked up at her instructor. "So much anger," said the centaur. "I will teach you the ways of war, child. But first you must make peace with yourself."
>
> —*The Theriad*

Swordwise Centaur

Medium fey (centaur), any alignment

Armor Class 14 (leather)
Hit Points 13 (2d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Con +5
Skills Athletics +6, Perception +5, Survival +5, Nature +3
Senses passive Perception 15
Languages Common, Sylvan
Challenge 2 (450 XP)

Battle Readiness. The centaur has advantage on initiative rolls.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The warrior counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Improved Critical. The centaur's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Multiattack. The centaur makes two attacks.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Cyclopes

A cyclops is a giant with a single eye. Cyclopes are usually dim-witted brutes.

Gluttonous Cyclops

The **gluttonous cyclops** represents a hungry cyclops, gorging itself on whatever food it can find.

> The cyclops had learned to never eat a shepherd. Instead he gently flung the "pit" aside to grow a new flock.

Gluttonous Cyclops

Gargantuan giant, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 580 (40d20 + 160)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	8 (–1)	6 (–2)	10 (+0)

Senses passive Perception 8
Languages Giant
Challenge 23 (50000 XP)

Hearts of the Cyclops (Mythic Trait; Recharges after a Short or Long Rest). When the cyclops drops to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates tears in its skin, revealing its hearts. The cyclops has three hearts in its chest. A heart has an AC of 14 and 145 hit points. It is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). The cyclops dies when all the hearts are destroyed.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Siege Monster. The cyclops deals double damage to objects and structures.

Titanic Nature. Unless provoked, the cyclops ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 48 (10d8 + 3) bludgeoning damage.

Rock. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 55 (10d10) bludgeoning damage.

Ill-Tempered Cyclops

The **ill-tempered cyclops** represents a cyclops having a bad day.

> A cyclops has two moods: angry and asleep.

Ill-Tempered Cyclops

Gargantuan giant, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 405 (30d20 + 90)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	8 (–1)	6 (–2)	10 (+0)

Senses passive Perception 8
Languages Giant
Challenge 16 (15000 XP)

Hearts of the Cyclops (Mythic Trait; Recharges after a Short or Long Rest). When the cyclops drops to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates tears in its skin, revealing its hearts. The cyclops has three hearts in its chest. A heart has an AC of 14 and 135 hit points. It is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). The cyclops dies when all the hearts are destroyed.

Trample. The cyclops can move in and out of a Huge or smaller creature's space. If it would, it uses a bonus action to attack that creature with its unarmed strike. That creature must succeed on a DC 13 Strength saving throw or be knocked prone. If the creature succeeds, the cyclops can't enter that space and must end its turn immediately. If the cyclops stops on top of that creature, that creature becomes restrained until the cyclops moves off it (escape DC 13).

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Siege Monster. The cyclops deals double damage to objects and structures.

Titanic Nature. Unless provoked, the cyclops ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 30 (6d8 + 3) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 44 (8d10) bludgeoning damage.

Unarmed Strike. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 30 (6d8 + 3) bludgeoning damage.

Thunder Brute

A **thunder brute** is a cyclops that has special lightning and thunder powers.

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more cyclops cultists might be nearby who will pay tribute.
- A valuable (but flammable) object might be positioned near the cyclops.
- A quest goal might involve protecting or destroying a structure that is near the cyclops.
- A quest goal might involve protecting or vanquishing the cyclops.
- A quest goal might involve protecting a creature that is near the cyclops.

Thunder Brute

Gargantuan giant (cyclops), chaotic neutral

Armor Class 14 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	8 (–1)	6 (–2)	10 (+0)

Damage Resistances cold
Damage Immunities lightning, thunder
Condition Immunities deafened
Senses passive Perception 8
Languages Giant
Challenge 23 (50000 XP)

Demand Tribute. Immediately after initiative rolls in which the cyclops participates, it demands tribute from a creature it can see. That creature may bow, genuflect, salute, or perform a similar gesture as a bonus action.

If tribute is paid: Until the end of combat, the cyclops gains a permanent +3 bonus to damage rolls and Strength and Dexterity checks, and 315 (30d20) temporary hit points.

If tribute isn't paid: The cyclops pounds the earth, dealing 30 (10d4+5) thunder damage to every creature and object on the ground (including walls) within a 15-foot radius.

Lightning Aura. At the start of each of the cyclops's turns, each grounded creature within 5 feet of it takes 10 (3d6) lightning damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the cyclops or hits it with a melee attack while within 5 feet of it takes 10 (3d6) lightning damage.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Siege Monster. The cyclops deals double damage to objects and structures.

Titanic Nature. Unless provoked, the cyclops ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller. ***Trample.*** The cyclops can move in and out of a Huge or smaller creature's space. If it would, it uses a bonus action to attack that creature with its unarmed strike. That creature must succeed on a DC 15 Strength saving throw or be knocked prone. If the creature succeeds, the cyclops can't enter that space and must end its turn immediately. If the cyclops stops on top of that creature, that creature becomes restrained until the cyclops moves off it (escape DC 15).

Actions

Multiattack. The cyclops makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 30 (10d4 + 5) bludgeoning damage.

Lightning Strike (Recharge 5-6). The cyclops hurls a magic lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunderclap (Recharge 4-5). The cyclops claps its hands together. Each creature within a 20-foot radius from the cyclops takes 10 (1d10+5) thunder damage.

Demolok

A child-sacrificing cult surrounds the **demolok**, worshiped by minotaurs. A demolok that doesn't get its meals delivered is likely to level a city.

Demolok

Gargantuan monstrosity, lawful evil

Armor Class 18
Hit Points 435 (30d20 + 120)
Speed 160 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	7 (–2)	9 (–1)	9 (–1)

Skills Intimidation +3
Damage Resistances fire
Senses passive Perception 9
Languages Common, Minotaur
Challenge 22 (41000 XP)

Demand Tribute. Immediately after initiative rolls in which the demolok participates, it demands tribute from a creature it can see. That creature may take a bonus action to present a child to the demolok.

If tribute is paid: The demolok takes a bonus action to devour the child. The demolok gains a permanent +3 bonus to damage rolls and Strength and Dexterity checks, and its hit points and hit point maximum are increased by 315 (30d20).

If tribute isn't paid, the demolok takes a bonus action to move up to its speed and attack an object or structure.

Goring Rush. Immediately after the demolok uses the Dash action on its turn and moves at least 50 feet, it can make one melee attack with its horns as a bonus action.

Siege Monster. The demolok deals double damage to objects and structures.

Trampling Charge. If the demolok moves at least 50 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the demolok can make one stomp attack against it as a bonus action.

Actions

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 30 (10d4 + 5) slashing damage.

Horns. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 40 (10d6 + 5) piercing damage, and the demolok can use a bonus action to attempt to shove that target with its horns. The target must be within 10 feet of the demolok. Unless the target succeeds on a DC 20 Strength saving throw, the demolok pushes it up to 20 feet away from the demolok.

Ram. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 30 (10d4 + 5) bludgeoning damage.

Stomp. Melee Weapon Attack: +12 to hit, reach 5 ft., one prone creature. Hit: 60 (10d10 + 5) bludgeoning damage.

Tail. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 40 (10d6 + 5) bludgeoning damage.

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more demolok cultists might be nearby with children, ready to pay tribute.
- A quest goal might involve protecting or destroying a structure that is near the demolok.
- A quest goal might involve protecting or vanquishing a demolok.
- A quest goal might involve protecting a child that is about to be sacrificed to the demolok.

Dragons

Most dragons on Theros are reclusive beasts barely capable of speech. They are aggressive and smart, but if outsmarted, they might be convinced in their vanity to share secrets they have learned in their years. The dragons of Theros are mostly firebreathing, though others exist. Their lairs are typically beneath volcanoes.

Forgestoker Dragon

A **forgestoker dragon** is so called for its fiery breath.

> The Akroans fashion their helms to honor the dragons, not to protect against them, as that would be of little help.

Forgestoker Dragon

Gargantuan dragon, chaotic evil

Armor Class 22
Hit Points 580 (40d20 + 160)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	15 (+2)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +11, Wis +9, Cha +13
Skills Perception +16, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Common (barely)
Challenge 23 (50000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 15 (2d10 + 5) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The ancient red dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient red dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Spawn of Thraxes

Spawns of Thraxes are capable of awakening volcanoes.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

Regional Effects

The region containing a legendary Thraxite spawn's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Small earthquakes are common within 6 miles of the dragon's lair.
- Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur.
- Rocky fissures within 1 mile of the dragon's lair form portals to the hottest parts of the underworld, allowing creatures of elemental fire into the world to dwell nearby.

If the dragon dies, these effects fade over the course of 1d10 days.

> Sparks from Purphoros's forge fill the belly of every dragon.

Spawn of Thraxes

Gargantuan dragon, chaotic evil

Armor Class 22
Hit Points 775 (50d20 + 250)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	15 (+2)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +12, Wis +9, Cha +13
Skills Perception +16, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Common (barely)
Challenge 24 (62000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 15 (2d10 + 5) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The ancient red dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ancient red dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 25 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

A favorite of Keranos, a **stormbreath dragon** breathes lightning instead of fire.

Stormbreath Dragon

Gargantuan dragon, unaligned

Armor Class 22
Hit Points 481 (26d20 + 208)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills Perception +17, Stealth +7
Damage Immunities lightning, radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Draconic, Common (barely)
Challenge 23 (100000 XP)

Battle Readiness. The dragon has advantage on initiative rolls.

Hearts of the Dragon (Mythic Trait; Recharges after a Short or Long Rest). When the dragon drops to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates tears in its hide, revealing its hearts. The dragon has three hearts in its chest. A heart has an AC of 22 and 120 hit points. It is immune to lightning and radiant damage and to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). The dragon dies when all the hearts are destroyed.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Mythic Actions

If the dragon's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Hearts of the Dragon.

Breathe Lightning. The dragon makes a lightning breath attack.

Giants

The giants, or gigantes, are titanic humanlike mortals. The giants are iconoclasts, and seek to overthrow the gods. It is said that a god cannot kill a giant without the help of a man, which explains why the gods seemingly "allow" them to exist. Giants should not be confused with the immortal titans.

Arbor Colossus

An **arbor colossus** is a giant archer, and not a colossus as its name suggests.

Arbor Colossus

Gargantuan giant, any alignment

Armor Class 16 (studded leather armor)
Hit Points 990 (60d20 + 360)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	12 (+1)	14 (+2)	11 (+0)

Skills Acrobatics +12, Perception +24
Senses passive Perception 34
Languages Giant
Challenge 20 (25000 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Divine Immunity. Giants can't be killed by a god without the help of a human. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Hearts of the Colossus (Mythic Trait; Recharges after a Short or Long Rest). When the colossus drops to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates tears in its skin, revealing its hearts. The colossus has three hearts in its chest. A heart has an AC of 16 and 165 hit points. It is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). The colossus dies when all the hearts are destroyed.

Siege Monster. The giant deals double damage to objects and structures.

Titanic Nature. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Multiattack. The colossus makes two attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +14 to hit, range 300/1200 ft., one target. *Hit:* 60 (12d8 + 6) piercing damage.

Mythic Actions

If the colossus's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Hearts of the Colossus.

Desperate Shot. The colossus makes a longbow attack against creature that is flying.

Benthic Giant

Benthic giants sleep beneath the waves, and when they rise terrorize mariners.

> "Some fates you can see coming for you, plain as day, and there's nothing you can do about them."
> —Callaphe the mariner

Benthic Giant

Gargantuan giant, lawful evil

Armor Class 15 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 120 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +11, Wis +8
Skills Intimidation +9, Perception +8
Damage Resistances bludgeoning, cold
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 18
Languages Giant
Challenge 19 (22000 XP)

Divine Immunity. Giants can't be killed by a god without the help of a human. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Magic Resistance. The giant has advantage on saving throws against spells and other magical effects.

Siege Monster. The giant deals double damage to objects and structures.

Titanic Nature. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 58 (12d8 + 4)) bludgeoning damage.

Captain of Kalemne

A **captain of Kalemne** leads one of Kalemne's giant warbands.

Captain of Kalemne

Gargantuan giant, lawful good

Armor Class 16 (breastplate)
Hit Points 775 (50d20 + 250)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	21 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +11, Dex +9
Senses passive Perception 12
Languages Giant
Challenge 19 (22000 XP)

Giant's Wrath (Mythic Trait; Recharges after a Short or Long Rest). When the captain would be reduced to 700 or fewer hit points, it first gains 315 temporary hit points. The captain smashes a building it can reach, sending debris flying in a 200-foot radius. Each creature in those areas must make a DC 13 Dexterity saving throw, taking 24 (7d6) bludgeoning damage on a failed save. All spells in this radius are dispelled, and all structures destroyed.

Siege Monster. The captain deals double damage to objects and structures.

Titanic Nature. Unless provoked, the captain ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Vigilant. The captain can't be surprised.

Actions

Multiattack. The captain makes three melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (5d4 + 5) bludgeoning damage.

Doomwake Giant

Doomwake giants sleep beneath graveyards and battlefields.

Doomwake Giant

Gargantuan giant, lawful evil

Armor Class 15 (natural armor)
Hit Points 990 (60d20 + 360)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	22 (+6)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +12, Wis +8
Skills Intimidation +9, Perception +8
Damage Immunities necrotic, poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Giant
Challenge 20 (25000 XP)

Aura of Erebos. Any creature that starts its turn within 10 feet of the giant must succeed on a DC 18 Constitution saving throw, or it takes 10 (3d6) necrotic damage and can't regain hit points until the start of its next turn. On a successful saving throw, the creature is immune to the giant's Aura of Erebos for 24 hours.

Divine Immunity. Giants can't be killed by a god without the help of a human. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Magic Resistance. The giant has advantage on saving throws against spells and other magical effects.

Siege Monster. The giant deals double damage to objects and structures.

Titanic Nature. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Unarmed Strike. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 40 (8d8 + 4) bludgeoning damage plus 10 (3d6) necrotic damage.

Noxious Gust (Recharge 5–6). The giant exhales a mighty gust that creates a blast of deadly mist in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Constitution saving throw. On a failed save, the creature takes 36 (8d8) necrotic damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Outland Colossus

Outland Colossus

Gargantuan giant, any alignment

Armor Class 17 (leather)
Hit Points 990 (60d20 + 360)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	12 (+1)	14 (+2)	11 (+0)

Skills Acrobatics +13, Perception +24
Senses passive Perception 34
Languages Giant
Challenge 21 (33000 XP)

Titanic Nature. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Unrenowned. The colossus has a -6 penalty on damage rolls and Strength and Dexterity checks, and its hit point total and maximum are each reduced by 315 (30d20). The first time the colossus deals damage to a player character, it loses this trait permanently.

Fair Fight. If the colossus has been attacked at least once since its last turn, a divine force prevents creatures creatures from attacking it further until its next turn.

Actions

Spear. *Melee or Ranged Weapon Attack:* +13 to hit, reach 50 ft. or range 200/600 ft., one target. *Hit:* 48 (12d6 + 6) piercing damage, or 60 (12d8 + 6) piercing damage if used with two hands to make a melee attack.

Pharagax Giant

A **Pharagax giant** plagues the Pharagax bridge.

Usage Notes

Players familiar with the Pharagax giant may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more Pharagax giant cultists might be nearby who will pay tribute to the giant.
- The Pharagax giant could be guarding the Pharagax bridge.
- A quest goal might involve destroying a structure.
- A quest goal might involve preserving a structure.

Pharagax Giant

Gargantuan giant, unaligned

Armor Class 17
Hit Points 405 (30d20 + 90)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	10 (+0)	12 (+1)	9 (–1)

Saving Throws Dex +7, Con +8, Wis +6
Skills Athletics +8, Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 15 (13000 XP)

Demand Tribute. Immediately after initiative rolls in which the giant participates, it demands tribute from a creature it can see. That creature may bow, genuflect, salute, or perform a similar gesture as a bonus action.

If tribute is paid: Until the end of combat, the giant gains a +2 bonus to damage rolls and Strength and Dexterity checks, and 210 (20d20) temporary hit points.

If tribute isn't paid: the giant pounds the earth, dealing 28 (10d4+3) damage to every creature, object, and structure on the ground within a 15-foot radius.

Divine Immunity. Giants can't be killed by a god without the help of a human. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Siege Monster. The giant deals double damage to objects and structures.

Titanic Nature. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Boulder. Ranged Weapon Attack: +8 to hit, range 120/480 ft., one target. Hit: 30 (3d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 15 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Quarry Colossus

Named for its stone-toned skin, a **quarry colossus** is a giant that sleeps beneath quarries. It punishes anyone who tries to steal its stone.

Quarry Colossus

Gargantuan giant, lawful neutral

Armor Class 15 (natural armor)
Hit Points 990 (60d20 + 360)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	22 (+6)	14 (+2)	16 (+3)	16 (+3)

Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 13
Languages Giant
Challenge 17 (18000 XP)

Divine Immunity. Giants can't be killed by a god without the help of a human. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Siege Monster. The giant deals double damage to objects and structures.

Titanic Nature. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Bury (Recharge 6). The colossus pounds a hole in the earth, which swallows all creatures, objects, and structure in a 10-foot radius. Each creature in that area must succeed on a DC 15 Dexterity saving throw or fall 1d6 × 10 feet into the sinkhole, take 10 (3d6) bludgeoning damage, and be knocked prone and buried. Buried creatures are restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

Marble Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in white marble fields.

Rock. Ranged Weapon Attack: +7 to hit, range 60/240 ft., one target. Hit: 30 (10d4 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 30 (10d4 + 5) bludgeoning damage.

Silent Artisan

A **silent artisan** stacks massive boulders artistically.

> On the fourth day they passed through a forest of immense stacked stones. Althemone, youngest of the companions, called these pillars the work of a god, but the Champion knew better. She quickened her pace.
>
> —*The Theriad*

Silent Artisan

Gargantuan giant, unaligned

Armor Class 17
Hit Points 775 (50d20 + 250)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (–1)

Saving Throws Dex +8, Con +11, Wis +7
Skills Athletics +9, Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 17
Languages Giant
Challenge 18 (20000 XP)

Divine Immunity. Giants can't be killed by a god without the help of a human. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Siege Monster. The giant deals double damage to objects and structures.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in mountainous rocky terrain.

Titanic Nature. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Boulder. Ranged Weapon Attack: +9 to hit, range 120/480 ft., one target. Hit: 30 (6d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 16 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Swarmborn Giant

While not a true giant, a **swarmborn giant** takes on the same characteristics as a regular giant. It is in fact an avatar made from living insects by a druid.

Swarmborn Giant

Gargantuan swarm of tiny beasts (giant), neutral evil

Armor Class 19 (natural armor)
Hit Points 990 (60d20 + 360)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	10 (+0)	10 (+0)	10 (+0)

Skills Intimidation +7
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft., passive Perception 10
Languages Giant
Challenge 24 (62000 XP)

Avatar. The insects that compose the giant are charmed by a powerful druid. If that druid loses focus, the insects disband into a number of medium **swarms of insects** equal to its remaining hit points (not including temporary hit points) divided by 22. Any temporary hit points from the giant's mythic trait are converted to **swarms of wasps** instead.

Avoidance. If the giant is subjected to an effect that allows it to make a saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Divine Immunity. Giants can't be killed by a god without the help of a human. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Grow (Mythic Trait; Recharges After a Short or Long Rest). The giant's summoner conjures 10 swarms of wasps that merge with the giant. The giant gains a +2 bonus to Strength and Dexterity checks and damage rolls, and it gains 220 hit points.

Siege Monster. The giant deals double damage to objects and structures.

Swarm. The giant can occupy another creature's space and vice versa, and the giant can move through any opening large enough for a tiny insect. The giant can't regain hit points or temporary hit points.

Titanic Nature. Unless provoked, the giant ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Bites. Melee Weapon Attack: +13 to hit, reach 0 ft., one target in the giant's space, Hit: 60 (12d8+6) piercing damage, or 33 (6d8+6) piercing damage if the giant has half of its hit points.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 60 (12d8 + 6) bludgeoning damage, and the giant also takes that much damage.

Gorgons

The gorgons of Theros are beautiful anguipede women with snake hair. Any creature who looks directly at the face of a gorgon becomes petrified.

Gorgons are masters of medicine, and secrets they share with other mortals have led to many advances in medical science.

Keepsake Gorgon

The **keepsake gorgon** has a mythic ability that allows it to regenerate by shedding its skin.

> Some gorgons are collectors, making "sculpture" gardens of their victims.

Keepsake Gorgon

Medium monstrosity (medusa), lawful evil

Armor Class 15
Hit Points 104 (11d8 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +4, Insight +3, Perception +3, Stealth +4, Medicine +3
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 5 (1800 XP)

Gorgon's Trial. The gorgon is an expert in extending its own life to near-immortality, and it enjoys a high-stake deal. If a creature successfully restrains the gorgon, it will share one of its medicinal secrets in exchange for its freedom.

Petrifying Visage. As soon as a creature within 30 feet of the gorgon sees the gorgon's face, it may make a DC 14 Constitution saving throw. On a success, that creature may use a reaction to shield its eyes or avert them. If the saving throw fails by 5 or more, or if the creature is unable to react, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is unpetrified by a god.

If the gorgon sees its own face reflected on a polished surface within 30 ft. of it and in an area of bright light, the gorgon is, due to its curse, affected by its own visage.

This trait has no effect if the gorgon's face is not its normal flesh state. The trait remains active even if the gorgon is incapacitated, killed, and even beheaded.

Shed Skin (Mythic Trait; Recharges after a Short or Long Rest). If the gorgon is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it sheds its skin, regains 15 (1d20+5) hit points, and moves up to its speed without provoking opportunity attacks.

Actions

Multiattack. The gorgon makes either three melee attacks—one with its snake hair, one to constrict, and one with its shortsword—or two ranged attacks with its longbow.

Constrict. Melee Weapon Attack: +2 to hit, reach 10 ft., one target. Hit: 7 (2d6) bludgeoning damage, and the target is grappled (escape DC 10) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the gorgon can't constrict another target.

Snake Hair. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Mythic Actions

If the gorgon's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Shed Skin.

Look at Me (Costs 3 Actions). The gorgon can force a sighted creature it has grappled to see its face and be affected by its visage.

Gorgon Misconceptions

Some common misconceptions about the gorgons of Theros:

Myth. The gorgon petrifies with her eyes.

Fact. Anyone who sees the gorgon's face is petrified. The gorgon can even be asleep with her eyes closed, or dead. But a petrified gorgon can't petrify anyone.

Myth. All gorgons are immortal.

Fact. *Some* gorgons are immortal, but the rest can be killed by natural means.

Myth. A gorgon is immune to its own reflection.

Fact. On other worlds, sure. But on Theros, if a mortal gorgon sees its face reflected in a mirror, it petrifies itself.

Mender

Menders are seekers of poisons, which they claim can be used to produce powerful cures. They serve Pharika

> "The direst venom becomes a panacea under Pharika's guidance. I bring it to the worthy, clinging at the edge of the abyss."

Mender

Medium monstrosity (medusa, gorgon), lawful neutral

Armor Class 18 (plate)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	12 (+1)	13 (+1)	18 (+4)

Skills Deception +7, Insight +4, Perception +4, Stealth +5, Medicine +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 3 (700 XP)

Gorgon's Trial. The gorgon is an expert in extending its own life to near-immortality, and it enjoys a high-stake deal. If a creature successfully restrains the gorgon, it will share one of its medicinal secrets in exchange for its freedom.

Innate Spellcasting. The mender's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *spare the dying*

3/day: *cure wounds*, *lesser restoration*, *protection from poison*

1/day: *revivify*

Petrifying Visage. As soon as a creature within 30 feet of the gorgon sees the gorgon's face, it may make a DC 14 Constitution saving throw. On a success, that creature may use a reaction to shield its eyes or avert them. If the saving throw fails by 5 or more, or if the creature is unable to react, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is unpetrified by a god.

If the gorgon sees its own face reflected on a polished surface within 30 ft. of it and in an area of bright light, the gorgon is, due to its curse, affected by its own visage.

This trait has no effect if the gorgon's face is not its normal flesh state. The trait remains active even if the gorgon is incapacitated, killed, and even beheaded.

Visor. The mender wears a visored helmet to prevent accidental petrification. While her visor is down, other creatures can't see her eyes.

Actions

Multiattack. The gorgon makes two attacks: one to constrict, and one with its shortsword.

Constrict. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 7 (2d6) bludgeoning damage, and the target is grappled (escape DC 10) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the gorgon can't constrict another target.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reaper of the Wilds

A **reaper of the wilds** makes itself more powerful by selecting a home that offers it a unique advantage.

Reaper of the Wilds

Medium monstrosity (medusa, gorgon), lawful evil

Armor Class 15
Hit Points 161 (17d8 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5, Medicine +4
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 6 (2300 XP)

Gorgon's Trial. The gorgon is an expert in extending its own life to near-immortality, and it enjoys a high-stake deal. If a creature successfully restrains the gorgon, it will share one of its medicinal secrets in exchange for its freedom.

Magic Resistance. The reaper has advantage on saving throws against spells and other magical effects.

Petrifying Visage. As soon as a creature within 30 feet of the gorgon sees the gorgon's face, it may make a DC 14 Constitution saving throw. On a success, that creature may use a reaction to shield its eyes or avert them. If the saving throw fails by 5 or more, or if the creature is unable to react, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is unpetrified by a god.

If the gorgon sees its own face reflected on a polished surface within 30 ft. of it and in an area of bright light, the gorgon is, due to its curse, affected by its own visage.

This trait has no effect if the gorgon's face is not its normal flesh state. The trait remains active even if the gorgon is incapacitated, killed, and even beheaded.

Actions

Snake Hair. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 6) bludgeoning damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 7 (2d6) bludgeoning damage, and the target is grappled (escape DC 18) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the reaper can't constrict another target.

Reactions

Gain the Upper Hand. Whenever a creature within 30 feet of the reaper drops to 0 hit points or becomes incapacitated or petrified, the reaper may reroll one die and choose either value rolled when it makes its next ability check, attack roll, or saving throw.

Harpies

The harpies are abominable bird-women that feed on mortals.

Harpy Chick

A **harpy chick** is incapable of flight, but just as hungry for flesh.

Harpy Cultist

Harpy cultists represent the cultists of the **abhorrent overlord** demon.

Insatiable Harpy

An **insatiable harpy** is afflicted with amplified hunger.

> Gold coin, battered helmet, broken wrist bone-- all have the same value in the eyes of a harpy.

Harpy Chick

Tiny monstrosity (harpy), chaotic evil

Armor Class 8
Hit Points 2 (1d4 + 0)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	6 (–2)	11 (+0)	14 (+2)

Skills Intimidation +4
Senses blindsight 10 ft. (can't see), passive Perception 10
Languages —
Challenge 0 (50 XP)

Dark Devotion. The harpy has advantage on saving throws against being charmed or frightened.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Screech. The harpy deals 2 (1d4) psychic damage to all non-harpy creatures within 20 feet of itself.

Harpy Cultist

Medium monstrosity (harpy), chaotic evil

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	6 (–2)	11 (+0)	14 (+2)

Skills Intimidation +4
Senses passive Perception 10
Languages Common
Challenge 0 (50 XP)

Dark Devotion. The harpy has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The harpy makes two melee attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage.

Insatiable Harpy

Medium monstrosity, chaotic evil

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	6 (–2)	11 (+0)	14 (+2)

Skills Intimidation +4
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Dark Devotion. The harpy has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The harpy makes two melee attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage. The harpy regains that many hit points.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Shrike Harpy

Shrike harpies are worshiped by cultists. Non-cultists may find themselves in front of its hatchlings.

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more harpy cultists might be nearby who will pay tribute.
- A quest goal might involve securing a harpy egg.
- A quest goal might involve protecting something, and being carried off by the harpy would make this goal difficult.

Shrike Harpy

Medium monstrosity, chaotic evil

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	6 (–2)	11 (+0)	14 (+2)

Skills Intimidation +4
Senses passive Perception 10
Languages Common
Challenge 0 (50 XP)

Dark Devotion. The harpy has advantage on saving throws against being charmed or frightened.

Demand Tribute. Immediately after initiative rolls in which the harpy participates, it demands tribute from a creature it can see. That creature may bow, genuflect, salute, or perform a similar gesture as a bonus action.

If tribute is paid: Until the end of combat, the harpy gains a +2 bonus to damage rolls and Strength and Dexterity checks, and 9 (2d8) temporary hit points.

If tribute isn't paid: The creature becomes grappled by the harpy (escape DC 11 Strength check). The harpy can carry a Medium or smaller creature with both claws of its feet while flying. A creature that successfully escapes while the harpy is flying falls.

Harpy's Roost. The harpy roosts in a next 100 feet from the ground in a dead cypress tree. Its 5-foot-radius nest is made of human bones held together with dried mud. Roll a two d4's to determine how many eggs are in the clutch:

2d4	Clutch Size
2	1 egg
3-7	2 eggs
8	3 eggs

If you decide to have the eggs hatch, use the **harpy chick** stat block.

Actions

Multiattack. The harpy makes two melee attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Humans

The humans of Theros are styled after the ancient Hellenists. They live in poleis, of which there are three: Meletis, Akros, and Setessa.

Aerie Worshiper

An **aerie worshiper** is a bird cultist.

They can conjure stars from a clear sky.

Aerie Worshiper

Medium humanoid (human), any alignment

Armor Class 10
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	14 (+2)	13 (+1)	14 (+2)

Skills Medicine +5, Persuasion +5, Religion +6
Senses passive Perception 11
Languages Common, any two languages
Challenge 0 (25 XP)

Actions

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Planar Ally. The worshiper casts *planar ally*, beseeching any nyxborn bird it can see for a **nyxborn eagle**.

Agent of Kruphix

The light in the woods just before dawn reveals a glimmering network of branches, roots, and spiderwebs. The acolytes of Kruphix walk this lattice unseen.

Agent of Kruphix

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 27 (6d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	13 (+1)	15 (+2)	17 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +5
Senses passive Perception 16
Languages Common, Any two languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Telepathic Bond. While the agent is in any of Theros's three realms, it can magically convey what it senses to Kruphix.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Agent of the Fates

When the Fates decide it is time to end the life-thread of mortals, they may send an **agent of the Fates** to perform the task. These agents are bounty hunters who place themselves in the service of the Fates.

> "You are breathing borrowed air."

Agent of the Fates

Medium humanoid (human), lawful evil

Armor Class 15
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	14 (+2)	12 (+1)	11 (+0)

Saving Throws Dex +6, Int +5
Skills Acrobatics +6, Deception +3, Perception +4, Stealth +9
Damage Resistances poison
Senses passive Perception 14
Languages Thieves' cant plus any two languages, Common
Challenge 9 (5000 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Heroic. Whenever the agent becomes targeted by a spell, that spell's caster may have the agent make a ranged dagger attack at each of up to 7 (1d6 + 1) creatures it can see of the agent's choice.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Astronomer

Astronomer

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Int +7, Wis +4
Skills Arcana +8, History +8
Senses passive Perception 11
Languages Common, Giant, Leonin, Primordial, Minotaur, Sylvan, Sphinx
Challenge 6 (2300 XP)

Heroic. Whenever a the astronomer becomes targeted by a spell, that spell's caster may have the astronomer use a bonus action to roll a d4. On a 4, the astronomer regains any single expended spell slot.

Spellcasting. The astronomer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The astronomer has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *light*, *minor illusion*

1st level (4 slots): *comprehend languages*, *identify*, *illusory script*, *shield*

2nd level (3 slots): *continual flame*, *silent image*

3rd level (3 slots): *clairvoyance*, *fly*, *major image*

4th level (3 slots): *arcane eye*, *ice storm*

5th level (1 slot): *contact other plane*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Cutthroat

Anyone bold enough to board a ship risks being plundered by **cutthroats**.

> "Our ambition drives us forward. Together we will claim what is ours, no matter who holds it."

Cutthroat

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	11 (+0)	11 (+0)	11 (+0)

Senses passive Perception 10
Languages Common, any one language
Challenge 1/8 (25 XP)

Purse Slasher. Whenever the cutthroat deals damage to a creature, that creature must make a DC 13 Dexterity saving throw. On a fail, the cutthroat steals 1 gp worth of currency for every point of damage it dealt. If the defending creature doesn't have enough currency, the cutthroat instead takes all the creature's currency.

Actions

Whip. *Ranged Weapon Attack:* +3 to hit, range 10 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage in melee, or 3 (1d4 + 1) piercing damage at range.

Cutthroat Maneuver. Until the beginning of the cutthroat's next turn, the next time an allied creature would attack a creature the cutthroat could attack, the cutthroat uses a bonus action to make one weapon attack against the defending creature. The cutthroat and its ally each deal an extra 1 damage of the same type dealt. Both attacks are simultaneous, and all the damage is dealt at once. The cutthroat and the ally both gain 4 (1d8) temporary hit points until the beginning of the cutthroat's next turn.

Ephialtes

Ephialtes are warlocks that study ways to create nightmares and turn them loose in the minds of others.

> "Every nightmare is a caged bird that yearns to be set free."
> —Ashiok, Nightmare Weaver

Ephialtes

Medium humanoid (human), lawful evil

Armor Class 12
Hit Points 13 (3d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Int +3, Wis +3
Skills Arcana +3, History +3
Senses passive Perception 11
Languages Common, Draconic, Minotaur, Sylvan
Challenge 1 (200 XP)

Spellcasting. The ephialtes is a 7th-level spellcaster. The ephialtes's spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). The ephialtes has the following warlock spells prepared:

4th level (2 slots): *fear*, *phantasmal force*

Heroic. Whenever the ephialtes becomes targeted by a spell, that spell's caster may have the adept use a bonus action to force each creature within 15 feet of the mage to expend one spell slot, if it has any.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range.

Form Artisan

Form artisans are wizards that study the art of shapeshifting.

Form Artisan

Medium humanoid (shapechanger), any alignment

Armor Class 11
Hit Points 9 (2d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	20 (+5)	11 (+0)	11 (+0)

Saving Throws Int +7
Skills Deception +2, Arcana +7, Sleight of Hand +2, Performance +2, Persuasion +2
Damage Resistances psychic
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Innate Spellcasting. The artisan's innate spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self*

Heroic. Whenever a spell targets the artisan, that spell's caster decides whether the artisan may take a bonus action to become a copy of a creature it can see, except it also keeps this trait.

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, one target, range 5 ft., 1 bludgeoning damage.

Illusionist

Illusionists are charlatans who use deceptive illusions to their advantage, and enjoy a good reputation, as long as no one finds out they've been cheated. One popular scam is to fein the role of an oracle, though this capital offense against the gods is a dance with death.

Illusionist

Medium humanoid (human), neutral evil

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Wis +2, Cha +3
Skills Deception +3, Sleight of Hand +2, Arcana +2, Investigation +2
Senses passive Perception 10
Languages Common, any language
Challenge 1 (200 XP)

False Identity. The charlatan has created a second identity that includes documentation, established acquaintances, and disguises that allow it to assume that persona. Additionally, it can forge documents including official papers and personal letters, as long as it has seen an example of the kind of document or the handwriting it is trying to copy.

Spellcasting. The illusionist is a 2nd-level spellcaster. The illusionist's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It requires no material components to cast its spells. The illusionist has the following warlock spells prepared:

Cantrip (at will): *acid splash*, *eldritch blast*, *fire bolt*, *minor illusion*, *shocking grasp*

1st level (2 slots): *charm person*, *witch bolt*

Labyrinth Champion

"It used to be a lair. Now it's just a tunnel."

Master Thief

A **master thief** knows how to slip past even the best guards.

Honesty is the first casualty of war.

Labyrinth Champion

Medium humanoid (human), any alignment

Armor Class 20 (plate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Con +5
Skills Athletics +5, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, any two languages
Challenge 4 (1100 XP)

Battle Readiness. The champion has advantage on initiative rolls.

Improved Critical. The champion's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Heroic. Whenever the champion becomes targeted by a spell, that spell's caster chooses whether the champion may make a Shortsword attack as a bonus action.

Actions

Extra Attack. The champion can attack twice, instead of once, whenever it takes the Attack action on its turn.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Master Thief

Medium humanoid (human), any alignment

Armor Class 15 (leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	12 (+1)	12 (+1)	13 (+1)

Saving Throws Dex +6, Int +3
Skills Acrobatics +6, Athletics +3, Perception +3, Sleight of Hand +6, Stealth +6, Deception +3
Senses passive Perception 13
Languages thieves' cant, Common, Any one language
Challenge 3 (700 XP)

Daring Swap. At the beginning of the thief's turn, if the thief attacked a creature at any point since the thief's last turn, the thief may choose an object it knows that creature is carrying and an object the thief is carrying, and attempts to exchange possession of those objects as a bonus action. The objects must be roughly equal in size, shape, and weight; for example, a nail for a key, a rock for a piece of jewelry. The thief must know the exact location of the object it tries to obtain. The thief must succeed on a Dexterity (Sleight of Hand) check equal to that 8 + creature's proficiency bonus + that creature's Dexterity score.

On a success, the thief completes the swap successfully. If the thief succeeds by 4 or less, that creature saw the burglary but failed to prevent it. If the thief succeeds by the check by 5-9, that creature knows it has been burglarized, but doesn't know how or when it occurred. If the thief succeeds by 10 or more, that creature is oblivious to the swap until it notices the item has been replaced.

Actions

Multiattack. The thief makes three attacks with its dagger.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Military of Akros

Because Akros's patron gods (Purphoros and Iroas) are at odds with those of Meletis (Heliod) and of Skophos and Phoberos (Mogis), crusades are inevitable for Akros. The military of Akros includes its athletes, who compete for valor in the bloody Iroan Games.

Akroan Conscriptor

"The time to serve is now."

Akroan Conscriptor

Medium humanoid (human), lawful evil

Armor Class 16 (mage armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3
Skills Arcana +5, History +5, Persuasion +2, Deception +2
Condition Immunities charmed
Senses passive Perception 11
Languages Common, Any three languages
Challenge 2 (450 XP)

Heroic. Whenever the conscriptor becomes targeted by a spell, that spell's caster may have the conscriptor cast *false conscription* as a bonus action.

Actions

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Akroan Crusade Recruit

Akroan Crusade Recruit

Medium humanoid (human), unaligned

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Battle Readiness. The recruit has advantage on initiative rolls.

Formation Tactics. The recruit has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

Multiattack. The recruit makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Akroan Crusader

An Akroan soldier's worth is measured by the number of swords raised by his battle cry.

Akroan Crusader

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 6 (1d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +5
Senses passive Perception 12
Languages Common
Challenge 4 (1100 XP)

Heroic. Whenever a spell targets the crusader, that spell's caster may have the crusader summon an **Akroan crusade recruit** that appears in an unoccupied space that the crusader can see within 60 feet of itself. The summoned soldier acts as an ally to its summoner and its allies.

Actions

Multiattack. The crusader makes three melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Akroan Horse Soldier

Akroan horse soldiers crew an *Akroan horse.*

Akroan Horse Soldier

Medium humanoid (human), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +3, Perception +3, Stealth +4
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Shadow Stealth. While in dim light or darkness, the soldier can take the Hide action as a bonus action.

Actions

Multiattack. The soldier makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Akroan Irregular

Kytheon and his irregulars worked outside the law to bring justice to the streets of Akros.

Akroan Irregular

Medium humanoid (human), neutral good

Armor Class 15 (breastplate)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	11 (+0)	11 (+0)	12 (+1)

Skills Intimidation +3
Senses passive Perception 10
Languages Common, Any one language
Challenge 4 (1100 XP)

Pack Tactics. The irregular has advantage on an attack roll against a creature if at least one of the irregular's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Unrenowned. The irregular has a -1 penalty on damage rolls and Strength and Dexterity checks, and its hit point total and maximum are each reduced by 4 (1d8). The first time the irregular deals damage to a player character, it loses this trait permanently.

Actions

Multiattack. The irregular makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) bludgeoning damage if used with two hands to make a melee attack.

Restrain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. The irregular attempts to use both hands to restrain a Medium or smaller creature within 5 feet of it. That creature must succeed on a DC 10 Dexterity saving throw or become grappled by the irregular (escape DC 12). Until this grapple ends, the target is restrained, and the irregular can't perform actions with its arms or hands.

Akroan Jailer

The jailer carries a set of *manacles* and a ring of keys.

He ensures escape attempts are just that—attempts.

Akroan Jailer

Medium humanoid (human), any alignment

Armor Class 15
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Cha +4, Str +3, Dex +4, Con +3
Skills Athletics +3, Insight +3, Perception +3
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Battle Readiness. The jailer has advantage on initiative rolls.

Resilient. The jailer has advantage on saving throws against being charmed, frightened, grappled, or restrained.

Retainer. The jailer has advantage on skill checks made for pursuing, apprehension, retaining, and escorting hostile creatures.

Actions

Multiattack. The jailer makes two unarmed strikes

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Akroan Line Breaker

Medium humanoid (human), any alignment

Armor Class 20 (plate, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Con +4
Skills Athletics +5, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, any two languages
Challenge 5 (1800 XP)

Battle Readiness. The warrior has advantage on initiative rolls.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Heroic. Whenever the warrior is the target of a spell, that spell's caster may take a bonus action to cast *buff* at 2nd level, targeting the warrior and requiring no components or spell slots. This *buff* can't trigger any Heroic traits. If the caster does, the warrior takes a bonus action to choose one creature that the warrior can see within 30 feet of itself. If the target can see or hear the warrior, the target must succeed on a DC 11 Wisdom saving throw or be frightened of the warrior until the end of the warrior's next turn. If the target succeeds on its saving throw, the warrior can't choose that target again for this reaction for 24 hours.

Actions

Multiattack. The warrior makes four attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Shields up, spears out, heels set, hearts firm.

Akroan Phalanx Hoplite

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Hold the Line. While the hoplite is holding a spear, other creatures provoke an opportunity attack from the hoplite when they move within 5 feet of it. When the hoplite hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Phalanx Tactics. The hoplite and all allied creatures forming a phalanx with it (an unbroken line without any five-foot or larger gaps) have a +1 damage roll bonus.

Vigilant. The hoplite can't be surprised.

Actions

Multiattack. The hoplite makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

His soldiers etch his words on the insides of their shields, their inspiration always in sight during battle.

Akroan Phalanx Leader

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +5
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Heroic. Whenever the phalanx leader becomes targeted, that spell's caster may take a bonus action to cast *buff* targeting the phalanx leader, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Hold the Line. While the phalanx leader is holding a spear, other creatures provoke an opportunity attack from the phalanx leader when they move within 5 feet of it. When the phalanx leader hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Rally. Whenever the phalanx leader becomes the target of a *buff* spell, it uses a bonus action to speak words of inspiration, affecting friendly creatures within 30 ft. of it that can hear it. Until the end of combat, those creatures gain a +1 bonus to damage rolls and Strength and Dexterity checks, and each gains 4 (1d8) temporary hit points.

Actions

Multiattack. The phalanx leader makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Akroan Sergeant

Medium humanoid (human), any alignment

Armor Class 16 (breastplate)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +5
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Hold the Line. While the sergeant is holding a sword, other creatures provoke an opportunity attack from the sergeant when they move within 5 feet of it. When the sergeant hits a creature with an opportunity attack using its sword, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Unrenowned. The sergeant has a -1 penalty on damage rolls and Strength and Dexterity checks, and its hit point total and maximum are each reduced by 4 (1d8). The first time the sergeant deals damage to a player character, it loses this trait permanently.

Actions

Multiattack. The sergeant makes three melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

"Trust me. When you have earned a god's favor, you'll know."

Akroan Skyguard

Medium humanoid (human), any alignment

Armor Class 17 (half plate)
Hit Points 44 (8d8 + 8)
Speed 30 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +3, Dex +3
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)

Heroic. Whenever the skyguard becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the skyguard, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Actions

Multiattack. The skyguard makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

The Iroan Games award no medals. Athletes vie for a visit from Iroas, god of victory.

Athlete

Medium humanoid (human), any alignment

Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Str +7, Dex +6, Con +6
Skills Athletics +10, Intimidation +6
Senses passive Perception 11
Languages Common, any one language
Challenge 8 (3900 XP)

Brave. The athlete has advantage on saving throws against being frightened.

Heroic. Whenever the athlete becomes targeted by a spell, that spell's caster may have the athlete use a bonus action to choose one hostile creature. That creature skips its next turn this combat.

Actions

Multiattack. The athlete makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Bloodcrazed Akroan Hoplite

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +4, Dex +4
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Hold the Line. While the hoplite is holding a spear, other creatures provoke an opportunity attack from the hoplite when they move within 5 feet of it. When the hoplite hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Heroic. Whenever the hoplite becomes targeted by a spell, that spell's caster may have the hoplite use its next action to bite a creature within reach. This bite attack reduces the bitten creature's hit point maximum by 4 (1d8) and gives the hoplite that many temporary hit points until the end of combat.

Until the bitten creature finishes a long rest, that creature has a -1 penalty to damage rolls and Strength and Dexterity checks, and the hoplite gains a +1 bonus to damage rolls and Strength and Dexterity checks until the end of combat. The bitten creature dies if this effect reduces its hit point maximum to 0.

Actions

Multiattack. The hoplite makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Champion of Iroas

Medium humanoid (human), unaligned

Armor Class 11
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +3, Performance +3
Senses passive Perception 13
Languages Common
Challenge 1 (200 XP)

Battle Readiness. The hero has advantage on initiative rolls.

Formation Tactics. The hero has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

Multiattack. The champion makes four melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Description

Accustomed to battling before an audience in the arena, Iroas's champions know how to put on a good show.

Favored Akroan Hoplite

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 6 (1d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +5
Senses passive Perception 12
Languages Common
Challenge 4 (1100 XP)

Heroic. Whenever a spell targets the hoplite, that spell's caster may take a bonus action to cast *buff*, targeting the hoplite and requiring no components or spell slots. This *buff* can't trigger any Heroic traits. If the caster does, the hoplite becomes immune to all types of damage until the hoplite's next turn.

Hold the Line. While the hoplite is holding a spear, other creatures provoke an opportunity attack from the hoplite when they move within 5 feet of it. When the hoplite hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Actions

Multiattack. The hoplite makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

"My left has felled a cyclops. My right has slain a giant. I bring both to every fight."

Hero of Iroas

Medium humanoid (human), unaligned

Armor Class 11
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages Common
Challenge 1/4 (50 XP)

Battle Readiness. The hero has advantage on initiative rolls.

Formation Tactics. The hero has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Heroic. Whenever the hero becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the hero, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Magic Incentive. Any creature that has not cast a spell from within 30 feet of the hero since that creature's last long rest may do so without expending a spell slot.

Actions

Multiattack. The hero makes two melee attacks.

Brass Knuckles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Military of Meletis

Meletis is near the sea, so conflicts with tritons occur. Additionally, they have a religious feud with Akros.

Battlewise Meletian Hoplite

Battlewise Meletian Hoplite

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	11 (+0)

Saving Throws Dex +4, Int +5
Skills Arcana +5, History +5, Perception +3
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)

Spellcasting. The hoplite is a 3rd-level spellcaster. The hoplite's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The hoplite has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*

1st level (4 slots): *color spray*, *expeditious retreat*, *sleep*

2nd level (2 slots): *blur*, *cloud of daggers*, *invisibility*

Heroic. Whenever a spell targets the hoplite, that spell's caster may take a bonus action to cast *buff*, targeting the hoplite and requiring no components or spell slots. This *buff* can't trigger any Heroic traits. If the caster does, the hoplite gains a +1 bonus on the next Wisdom check it makes.

Actions

Multiattack. The hoplite makes three weapon attacks. It can replace one weapon attack with *ray of frost.*

Spear. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Dawnbringer Charioteer

"Nyx may belong to the gods, but the skies of Theros are ours."

Dawnbringer Charioteer

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Saving Throws Dex +4, Int +5
Skills Arcana +5, History +5, Perception +3, Athletics +3, Animal Handling +3
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Heroic. Whenever the charioteer becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the charioteer, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Spellcasting. The Meletian charioteer is a 3rd-level spellcaster. The Meletian charioteer's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Meletian charioteer has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*

1st level (4 slots): *color spray*, *expeditious retreat*, *sleep*

2nd level (2 slots): *blur*, *cloud of daggers*, *invisibility*

Actions

Spear. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage. It regains that many hit points.

Some adopted the tactics of the leonin to combat the ferocity of the minotaurs.

Elite Meletian Skirmisher

Medium humanoid (human), any alignment

Armor Class 17 (half plate)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +5
Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

Heroic. Whenever a spell targets the hoplite, that spell's caster may have the skirmisher use a bonus action to let out an especially menacing roar. When the hoplite roars this way, creatures it chooses within 10 feet of itself that can hear it must succeed on a DC 10 Wisdom saving throw or become frightened of it until the end of its next turn.

Actions

Multiattack. The skirmisher makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Evangel of Heliod

Medium humanoid (human), lawful good

Armor Class 13 (mage armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Cha +6, Wis +8
Skills Persuasion +6, Religion +5
Senses passive Perception 14
Languages Common
Challenge 1 (200 XP)

Spellcasting. The evangel is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrip (at will): *light*, *mage hand*, *mending*, *minor illusion*, *ray of frost* (see "Actions" below), *sacred flame*, *spare the dying*

1st level (4 slots): *color spray*, *divine favor*, *expeditious retreat*, *guiding bolt*, *healing word*, *shield of faith*, *sleep*

2nd level (3 slots): *blur*, *cloud of daggers*, *invisibility*, *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

Actions

Recruit Soldiers (1/day). The evangel summons 1d6 + 1 **soldiers of Heliod** that appear in unoccupied spaces that it can see within 60 feet of itself. The summoned soldiers act as allies to their summoner and to each other.

Someone has to be first to attack, but he was not alone for long

God-Favored Meletian General

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +3, Dex +3
Skills Persuasion +3
Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

Actions

Multiattack. The phalanx leader makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Shield Bash. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Planar Ally. The general casts *planar ally*, beseeching Heliod for two **nyxborn soldiers**.

Meletian Battlemage

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Int +6, Wis +3
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Common, Any four languages
Challenge 7 (2900 XP)

Spellcasting. The battlemage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Mana-Generating Staff. For every creature targeted by a spell cast by a friendly creature within 30 feet of the battlemage (including the battlemage), there is a 25% chance of the caster regenerating that spell slot immediately.

Heroic. Whenever the battlemage is the target of a spell, that spell's caster may take a bonus action to cast *limited magic immunity*, targeting the battlemage and requiring no components or spell slots. This *limited magic immunity* can't trigger any Heroic traits.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Soldier of Heliod
Soldier of the Pantheon

"I hear the gods' voices in my dreams each night, and I offer bloody trophies on their altars each day."

Soldier of Heliod

Medium humanoid (human), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +3, Perception +3
Senses passive Perception 13
Languages Common
Challenge 1 (200 XP)

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

Multiattack. The soldier makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Soldier of the Pantheon

Medium humanoid (human), unaligned

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +3
Damage Resistances damage from magical attacks
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

Multiattack. The soldier makes two melee attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Wingsteed Rider

Trust is the only bridle a pegasus will accept.

Wingsteed Rider

Medium humanoid (human), lawful good

Armor Class 18 (plate)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Con +4, Wis +3
Senses passive Perception 11
Languages Common, any one language
Challenge 2 (450 XP)

Brave. The knight has advantage on saving throws against being frightened.

Heroic. Whenever the centaur becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the centaur, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Military of Setessa

Bassara Tower Archer

Setessan warriors of Bassara Tower are known for their guerrilla tactics and skill with the bow. Interlopers into the Nessian Wood do not get far.

Bassara Tower Archer

Medium humanoid (human), any alignment

Armor Class 13 (leather)
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Con +4
Skills Athletics +5, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Any two languages
Challenge 2 (450 XP)

Arbor Camouflage. The archer has advantage on Dexterity (Stealth) checks made while in a wooded environment.

Battle Readiness. The warrior has advantage on initiative rolls.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Extra Attack. The archer makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Protection. The warrior imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the warrior. The warrior must be able to see the attacker.

Leina Tower Hero

"You cannot achieve greatness if its seed has not already been planted in your heart."

Leina Tower Hero

Medium humanoid (human), any alignment

Armor Class 13 (leather)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Con +4
Skills Athletics +4, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, any two languages
Challenge 2 (450 XP)

Battle Readiness. The warrior has advantage on initiative rolls.

Heroic. Whenever the hero becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the hero, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Multiattack. The warrior makes two melee attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage in melee, or 4 (1d6 + 1) piercing damage at range, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Setessan Battle Priest

"Your god teaches you only how to kill. Karametra teaches me to defend what I hold dear. That is why I will prevail."

Setessan Starbreaker

"Who says you cannot touch the stars?"

Setessan Battle Priest

Medium humanoid (human), lawful evil

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Con +6, Wis +8
Skills Intimidation +6, Religion +5
Senses passive Perception 14
Languages Common, Any one language
Challenge 10 (5900 XP)

Spellcasting. The war priest is a 9th-level spellcaster. It's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrip (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *wall of water*[EEPC]

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slots): *flame strike*, *mass cure wounds*, *hold monster*

Heroic. Whenever a spell targets the priest, that spell's caster chooses whether the priest regains 16 hit points.

Actions

Multiattack. The war priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Reactions

Guided Strike (1/Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Setessan Starbreaker

Medium humanoid (human), any alignment

Armor Class 20 (plate, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	13 (+1)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Con +3
Skills Athletics +4, Perception +3, Survival +3
Senses passive Perception 13
Languages Common, any two languages
Challenge 3 (700 XP)

Battle Readiness. The warrior has advantage on initiative rolls.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Innate Spellcasting. The human warrior (attacker)'s innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *dispel magic*

Actions

Multiattack. The warrior makes two scimitar attacks or two shield bash attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shield Bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Skyspear Cavalry

Pray her spear reaches you first. Her griffin is less kind.

Skyspear Cavalry

Medium humanoid (human), any alignment

Armor Class 16 (leather, shield)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	13 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +5, Wis +5
Skills Acrobatics +5, Perception +5, Survival +5
Senses passive Perception 15
Languages Common
Challenge 1 (200 XP)

Actions

Multiattack. The hoplite makes two melee attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Setessan Warrior

As soon as she faces a monster, she begins composing its epitaph.

Setessan Warrior

Medium humanoid (human), any alignment

Armor Class 20 (plate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Con +5
Skills Athletics +5, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, any two languages
Challenge 4 (1100 XP)

Battle Readiness. The warrior has advantage on initiative rolls.

Heroic. Whenever the warrior becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* as a 2nd-level spell, targeting the warrior, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Multiattack. The warrior makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if used with two hands to make a melee attack.

Military (Other)

Bant Soldier

Soldiers summoned by Elspeth are from Bant, across the Multiverse.

Bant Soldier

Medium humanoid (human), lawful good

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +3, Perception +3
Senses passive Perception 13
Languages Common
Challenge 1 (200 XP)

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

Multiattack. The soldier makes two melee spear attacks or two shortsword attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Marauder of Mogis

Maurader of Mogis

Medium humanoid (human), chaotic evil

Armor Class 13 (leather)
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Skills Intimidation +4
Senses passive Perception 11
Languages Common, Minotaur
Challenge 1/2 (100 XP)

Reckless. At the start of its turn, the marauder can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

War Cry. The marauder and all allied creatures within 30 ft. of it that can hear its war cry have advantage on initiative rolls.

Actions

Crude Weapon. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Mindreaver

Mindreavers are powerful warlocks who specialize in clearing the minds of others. Their signature offense is to cause other wizards to forget the spells they know.

Mindreaver

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)
Hit Points 49 (11d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	21 (+5)	16 (+3)	17 (+3)

Saving Throws Int +8, Wis +6
Skills Arcana +8, Deception +6, Insight +6, Persuasion +6
Senses passive Perception 13
Languages Common, Giant, Leonin, Primordial, Minotaur, Sylvan
Challenge 5 (1800 XP)

Heroic. Whenever the mindreaver becomes targeted by a spell, that spell's caster may have the mindreaver use a bonus action to cast *reave mind*, requiring no components or spell slots. This *reave mind* can't trigger any Heroic traits.

Innate Spellcasting. The mindreaver's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *encode thoughts*[GGtR], *friends*

3/day each: *phantasmal force*, *detect thoughts*, *dissonant whispers*, *sleep*, *suggestion*

1/day each: *feeblemind*, *mind blank*, *scrying*, *weird*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Reactions

Last Breath. As a creature casts a spell with the same name as a spell the mindreaver has caused any creature to forget in the last six hours, the mindreaver may counter that spell by expending two spell slots, exhaling, and dying.

Monster Slayer

"You. Poet. Be sure to write this down."

Monster Slayer

Medium humanoid (human), any alignment

Armor Class 17 (half plate)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	12 (+1)

Skills Survival +3, Acrobatics +4, Athletics +5
Senses passive Perception 11
Languages Common
Challenge 5 (1800 XP)

Hard to Kill (Recharges After a Long Rest). When the hero drops to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Heroic. Whenever the hero becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the hero, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Actions

Multiattack. The hero has two chains. It makes one chain attack for each of its chains that aren't already grappling a target.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (2d6 + 2) slashing damage. The target is grappled (escape DC 14) if the hero isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Fire to destroy. Fire to create.

Flamespeaker

Medium humanoid (human), any alignment

Armor Class 15 (blessings of the gods)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5
Skills Insight +3, Persuasion +5, Religion +5
Damage Immunities fire
Senses passive Perception 11
Languages Celestial, Common, any one language
Challenge 5 (1800 XP)

Blessings of the Gods. While the flamespeaker is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the flamespeaker with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Creation. Every time the flamespeaker deals damage, the fiery sparks create an **anvilwrought golem** in an unoccupied space within 5 feet of the target. The anvilwroughts are friendly to the flamespeaker.

Divine Influence. Just as oracles seek insights from interpreting the divine, so too do gods occasionally seek to manipulate the world through oracles. Sometimes a god might speak directly, be it with dramatic manifestations or direct possession of their servant. Although a deity's words might be steeped in metaphors, should a god wish to make their intentions clear, they often find dramatic ways to make their thoughts known.

Fiery Magic. The flamespeaker must use fiery magic for each of its spells and spell attacks, which deals 9 (2d8) magical fire damage to all creatures within 5 feet of it.

Innate Spellcasting. The flamespeaker's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components (but an additional component is required; see Fiery Magic above):

At will: *guidance*, *light*, *thaumaturgy*

3/day: *bless*, *guiding bolt*, *healing word*, *hold person*

1/day: *augury*, *scrying*

Interpreter of Signs. Oracles possess unparalleled experience in divining godly whims from cryptic visions and mundane forces. Those who receive divine omens might seek out an oracle to gain a clearer vision of the god's intentions. Finding an oracle, though, or one experienced in interpreting certain types of visions, might prove to be an adventure in its own right.

Trample. The flamespeaker can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with its eldritch touch. That creature must succeed on a DC 13 Constitution saving throw or be knocked prone. If the creature succeeds, the flamespeaker can't enter that space and must end its turn immediately. If the flamespeaker stops on top of that creature, that creature becomes restrained until the flamespeaker moves off it (escape DC 10).

Actions

Multiattack. The flamespeaker makes two attacks.

Eldritch Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) force damage. (See Fiery Magic above.)

Reactions

Divine Insight (3/Day). When the flamespeaker or a creature it can see makes an attack roll, a saving throw, or an ability check, the flamespeaker can cause the roll to be made with advantage or disadvantage.

"I see your future, mantled in ash."

Flamespeaker Adept

Medium humanoid (human), any alignment

Armor Class 15 (blessings of the gods)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Skills Insight +4, Persuasion +5, Religion +5
Damage Immunities fire
Senses passive Perception 12
Languages Celestial, Common, any one language
Challenge 4 (1100 XP)

Blessings of the Gods. While the flamespeaker is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the flamespeaker with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Divine Influence. Just as oracles seek insights from interpreting the divine, so too do gods occasionally seek to manipulate the world through oracles. Sometimes a god might speak directly, be it with dramatic manifestations or direct possession of their servant. Although a deity's words might be steeped in metaphors, should a god wish to make their intentions clear, they often find dramatic ways to make their thoughts known.

Fiery Magic. The flamespeaker must use a fiery magic for each of its spells and for spell attacks, which deals 9 (2d8) magical fire damage to all creatures within 5 feet of it.

Innate Spellcasting. The flamespeaker's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components (but an additional component is required; see Fiery Magic above):

At will: *guidance*, *light*, *thaumaturgy*

3/day: *bless*, *guiding bolt*, *healing word*, *hold person*

1/day: *augury*, *scrying*

Interpreter of Signs. Oracles possess unparalleled experience in divining godly whims from cryptic visions and mundane forces. Those who receive divine omens might seek out an oracle to gain a clearer vision of the god's intentions. Finding an oracle, though, or one experienced in interpreting certain types of visions, might prove to be an adventure in its own right.

Actions

Eldritch Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) force damage. (See Fiery Magic above.)

Reactions

Divine Insight (3/Day). When the flamespeaker or a creature it can see makes an attack roll, a saving throw, or an ability check, the flamespeaker can cause the roll to be made with advantage or disadvantage.

Her prophecies amaze her even as she speaks them.

Omenspeaker

Medium humanoid (human), any alignment

Armor Class 15 (blessings of the gods)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Wis +5, Cha +5
Skills Insight +5, Persuasion +5, Religion +5
Senses passive Perception 13
Languages Celestial, Common, any one language
Challenge 3 (700 XP)

Blessings of the Gods. While the omenspeaker is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the omenspeaker with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Divine Influence. Just as oracles seek insights from interpreting the divine, so too do gods occasionally seek to manipulate the world through oracles. Sometimes a god might speak directly, be it with dramatic manifestations or direct possession of their servant. Although a deity's words might be steeped in metaphors, should a god wish to make their intentions clear, they often find dramatic ways to make their thoughts known.

Innate Spellcasting. The omenspeaker's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *light*, *true strike* 3/day: *augury*, *detect thoughts*, *identify* 1/day: *commune*, *divination*, *scrying*

Interpreter of Signs. Oracles possess unparalleled experience in divining godly whims from cryptic visions and mundane forces. Those who receive divine omens might seek out an oracle to gain a clearer vision of the god's intentions. Finding an oracle, though, or one experienced in interpreting certain types of visions, might prove to be an adventure in its own right.

Actions

Eldritch Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 1) force damage.

Reactions

Divine Insight (3/Day). When the omenspeaker or a creature it can see makes an attack roll, a saving throw, or an ability check, the omenspeaker can cause the roll to be made with advantage or disadvantage.

Every twitching nerve and pulsing vein carries a message, discernible with the right tools.

Pain Seer

Medium humanoid (human), any alignment

Armor Class 15 (blessings of the gods)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +4, Cha +5
Skills Insight +4, Persuasion +5, Religion +5
Damage Immunities force damage dealt by the gods when inflicting pain on itself
Senses passive Perception 12
Languages Celestial, Common, any one language
Challenge 1 (200 XP)

Blessings of the Gods. While the oracle is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the oracle with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Divine Influence. Just as oracles seek insights from interpreting the divine, so too do gods occasionally seek to manipulate the world through oracles. Sometimes a god might speak directly, be it with dramatic manifestations or direct possession of their servant. Although a deity's words might be steeped in metaphors, should a god wish to make their intentions clear, they often find dramatic ways to make their thoughts known.

Innate Spellcasting. The pain seer's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *commune*, *divination*, *scrying*

1/day: *finger of death*, *symbol (pain)*

Interpreter of Signs. Oracles possess unparalleled experience in divining godly whims from cryptic visions and mundane forces. Those who receive divine omens might seek out an oracle to gain a clearer vision of the god's intentions. Finding an oracle, though, or one experienced in interpreting certain types of visions, might prove to be an adventure in its own right.

Painful Magic. The pain seer can't cast spells unless it witnessed a creature being dealt damage since the seer's last turn.

Actions

Kauterion. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range.

Agkistron. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 4 (1d4 + 2) slashing damage.

Mochliskos. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, or 4 (1d4 + 2) slashing damage if used with extreme precision to pry an exposed bone outward on a nonmoving target.

Reactions

Divine Insight (3/Day). When the oracle or a creature it can see makes an attack roll, a saving throw, or an ability check, the oracle can cause the roll to be made with advantage or disadvantage.

"Time is fluid as a dance, and truth as fleeting."

Prophet of Kruphix

Medium humanoid (human), any alignment

Armor Class 15 (blessings of the gods)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Wis +5, Cha +5
Skills Insight +5, Persuasion +5, Religion +6, Perception +5
Senses passive Perception 15
Languages Celestial, Common, any one language
Challenge 4 (1100 XP)

Blessings of the Gods. While the prophet is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the prophet with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Divine Influence. Just as oracles seek insights from interpreting the divine, so too do gods occasionally seek to manipulate the world through oracles. Sometimes a god might speak directly, be it with dramatic manifestations or direct possession of their servant. Although a deity's words might be steeped in metaphors, should a god wish to make their intentions clear, they often find dramatic ways to make their thoughts known.

Innate Spellcasting. The prophet's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance*, *light*, *thaumaturgy*

3/day: *bless*, *slow*, *healing word*, *hold person*

1/day: *augury*, *scrying*, *time stop*

Interpreter of Signs. Oracles possess unparalleled experience in divining godly whims from cryptic visions and mundane forces. Those who receive divine omens might seek out an oracle to gain a clearer vision of the god's intentions. Finding an oracle, though, or one experienced in interpreting certain types of visions, might prove to be an adventure in its own right.

Actions

Eldritch Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) force damage.

Reactions

Divine Insight (3/Day). When the oracle or a creature it can see makes an attack roll, a saving throw, or an ability check, the oracle can cause the roll to be made with advantage or disadvantage.

"When you are felled by my mace, you shall know it was divine fate."

War Oracle

Medium humanoid (human), lawful evil

Armor Class 22 (blessings of the gods, plate)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Wis +7, Cha +6, Con +7
Skills Insight +7, Persuasion +6, Religion +7, Intimidation +6
Senses passive Perception 14
Languages Celestial, Common, any one language
Challenge 5 (1800 XP)

Blessings of the Gods. While the oracle is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the oracle with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Divine Influence. Just as oracle seeks insights from interpreting the divine, so too do gods occasionally seek to manipulate the world through the oracle. Sometimes a god might speak directly, be it with dramatic manifestations or direct possession of the oracle. Although a deity's words might be steeped in metaphors, should a god wish to make their intentions clear, they often find dramatic ways to make their thoughts known.

Innate Spellcasting. The oracle's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance*, *light*, *thaumaturgy*

3/day: *bless*, *guiding bolt*, *healing word*, *hold person*

1/day: *augury*, *scrying*

Interpreter of Signs. Oracles possess unparalleled experience in divining godly whims from cryptic visions and mundane forces. Those who receive divine omens might seek out an oracle to gain a clearer vision of the god's intentions. Finding an oracle, though, or one experienced in interpreting certain types of visions, might prove to be an adventure in its own right.

Magic Weapons. The oracle's weapon attacks are magical.

Spellcasting. The oracle is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

Cantrip (at will): *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *wall of water*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slots): *flame strike*, *mass cure wounds*, *hold monster*

Unrenowned. The oracle has a -1 penalty on damage rolls and Strength and Dexterity checks, and its hit point total and maximum are each reduced by 4 (1d8). The first time the oracle deals damage to a player character, it loses this trait permanently.

Actions

Multiattack. The oracle makes two melee attacks.

Eldritch Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) force damage, and it regains that many hit points.

Reactions

Divine Insight (3/Day). When the oracle or a creature it can see makes an attack roll, a saving throw, or an ability check, the oracle can cause the roll to be made with advantage or disadvantage.

Guided Strike (1/Rest). The oracle grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The oracle can make this choice after the roll is made but before it hits or misses.

Philosopher

A **philosopher** wields the power of wisdom and wit. Philosophers who speak their minds can alter the course of mortal events through their discourse alone.

Words of Power. The philospher is a master of using words as clarifiers and as ambiguators. It is able to enlighten simpletons and confuse sages.

> The Champion and the philosopher Olexa returned from the opposing camp at dusk. Behind them, the enemy raised sail and departed, breaking the siege. When asked what the two had done, the Champion replied, "We spoke to them."
>
> —The Theriad

Philosopher

Medium humanoid (human), lawful good

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Wis +3
Skills History +3, Insight +3, Persuasion +3
Senses passive Perception 11
Languages Common, Sylvan
Challenge 1/4 (50 XP)

Authority on Every Subject. Any checks to determine whether the philosopher actually understands what it is talking about are made with disadvantage.

Innate Spellcasting. The philosopher's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *suggestion*, *confusion*

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit: one target, reach 5 ft., 1 bludgeoning damage.

Polypharmakon

The **polypharmakon** specializes in pharmaceutical plants, which she uses for healing and for seducing men. When she is finished with a man, she turns him into an animal, which she adds to her menagerie.

Polypharmakon's Menegarie

The sort of animal that the man becomes is usually related to their personality:

- Noble with magnanimous heart: lion
- Furious and rage-filled: bear
- Voracious and so starved that no food contents them: wolf
- Revels and sleeps instead of tending the fire: goat
- Malicious and annoying: fox
- Bending over for everyone: giraffe
- Proud: peacock
- Terrified of death: stag
- Shameless: pig
- A prophet or augur: woodpecker
- The possibilities are endless... oysters to elephants...

Polypharmakon

Medium humanoid (human), any alignment

Armor Class 16 (hide armor, shield)
Hit Points 132 (24d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	13 (+1)	21 (+5)	12 (+1)

Saving Throws Int +5, Wis +9
Skills Medicine +9, Nature +5, Perception +9
Senses passive Perception 19
Languages Druidic, Common, Sylvan, Elvish
Challenge 12 (8400 XP)

Spellcasting. The polypharmakon is a 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The polypharmakon has the following druid spells prepared:

Cantrip (at will): *mending*, *poison spray*, *resistance*

1st level (4 slots): *animal friendship*, *charm person*, *cure wounds*, *speak with animals*

2nd level (3 slots): *animal messenger*, *lesser restoration*, *protection from poison*

3rd level (3 slots): *plant growth*, *speak with plants*

4th level (3 slots): *confusion*, *dominate beast*, *locate creature*, *polymorph*

5th level (2 slots): *geas*, *greater restoration*, *mass cure wounds*

6th level (1 slots): *heal*, *heroes' feast*

7th level (1 slots): *regenerate*

8th level (1 slots): *animal shapes*

9th level (1 slots): *shapechange*

Actions

Change Shape (2/Day). The polypharmakon magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The polypharmakon can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The polypharmakon reverts to its true form if it dies or falls unconscious. The polypharmakon can revert to its true form using a bonus action on its turn.

While in a new form, the polypharmakon retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Priests

Acolyte of Karametra

"The wilds are a garden tended by divine hands."

Acolyte of Karametra

Medium humanoid (human), any alignment

Armor Class 11
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Skills Medicine +5, Nature +3, Perception +5
Senses passive Perception 15
Languages Common, Druidic, Any two languages
Challenge 2 (450 XP)

Spellcasting. The acolyte is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

Plant Growth. The acolyte casts *plant growth* without consuming a spell slot.

Pilgrim of Heliod

The blessings of Heliod are apparent for all to see.

Pilgrim of Heliod

Medium humanoid (human), any alignment

Armor Class 11 (padded)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	14 (+2)	13 (+1)	13 (+1)	13 (+1)

Skills Medicine +3, Persuasion +3, Religion +3
Senses passive Perception 11
Languages Common, any two languages
Challenge 2 (450 XP)

Blessed Assurance. All magic aligned with Heliod that is within 50 feet of the pilgrim shines with a brilliant white light for 30 feet, and dim white light for an additional 30 feet.

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The priest has the following cleric spells prepared:

• Cantrips (at will): light, sacred flame, thaumaturgy • 1st level (4 slots): cure wounds, guiding bolt, sanctuary • 2nd level (3 slots): lesser restoration, spiritual weapon • 3rd level (2 slots): dispel magic, spirit guardians

Actions

Multiattack. The pilgrim makes two quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Priest of Iroas

"Even my last breath will be a blow struck for Iroas."

Priest of Iroas

Medium humanoid (human), any alignment

Armor Class 10
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	14 (+2)	13 (+1)	14 (+2)

Skills Medicine +5, Persuasion +5, Religion +6
Senses passive Perception 11
Languages Common, any two languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 7th-level spellcaster. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrip (at will): *guidance*, *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *cure wounds*, *divine favor*, *guiding bolt*, *sanctuary*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *spirit guardians*

4th level (1 slot): *divination*, *freedom of movement*, *stoneskin*

Last Breath. As a bonus action, the priest can cast *dispel magic* even if it has no spell slots left. The components for the spell if cast this way are replaced with a deep exhalation that kills the priest.

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Priest of Lies

A **priest of lies** performs a ritual in which the name of a hated person is written on a piece of paper and a dagger is driven into it. This is accompanied by a prayer that that person die.

Priest of Lies

Medium humanoid (human), lawful evil

Armor Class 10
Hit Points 9 (2d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +2
Skills Deception +3, Religion +2, Stealth +2
Senses passive Perception 12
Languages Common, Any one language
Challenge 1/2 (100 XP)

Innate Spellcasting. The priest's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells:

At will: *detect thoughts*, *light*, *sacred flame*

3/day: *bless*, *cure wounds*, *sanctuary*

1/day: *ritual of vengeance*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Prosopeomancer

A **prosopeomancer** divines secrets from Returned masks.

Prosopeomancer

Medium humanoid (human), lawful evil

Armor Class 10
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	16 (+3)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +2
Skills Deception +3, Religion +2, Stealth +2
Senses passive Perception 12
Languages Common, Any one language
Challenge 0 (0 XP)

Innate Spellcasting. The prosopeomancer's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells:

At will: *light*, *sacred flame*

3/day: *bless*, *cure wounds*, *sanctuary*

1/day: *exchange secrets*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scholar of Athreos

A **scholar of Athreos** is a religious acolyte. It oversees the tithes for the temple of Athreos. Using its necromantic powers, the scholar speaks with those who died without a gold coin, who will exchange any information in return for the coin they desperately need to gain passage into the realm of the dead.

She asks pointed questions of the dead who wait for Athreos, learning of life from those who are about to leave it.

Scholar of Athreos

Medium humanoid (human), lawful evil

Armor Class 10
Hit Points 9 (2d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	11 (+0)	15 (+2)	12 (+1)

Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages Common, Any one language
Challenge 1/2 (100 XP)

Bribery. When speaking with the dead, the scholar presents a gold coin (worth 1 gp). If the scholar is generally satisfied with the corpse's responses, the scholar pays the corpse that amount.

Innate Spellcasting. The scholar of athreos's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *speak with dead*, *light*, *sacred flame*

3/day: *bless*, *cure wounds*, *sanctuary*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Collect Tithes (1/Day). The scholar demands a tithe from all mortals within 30 ft. of it, except those wearing the temple's official garb. The tithe is 1 gp. On the scholar's next turn, as a bonus action, it deals 5 (1d10) necrotic damage to each creature that failed to pay.

A prayer answered by Keranos is clear for all to witness.

Stormcaller

Medium humanoid (human), any alignment

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Dex +2
Skills Performance +4, Religion +2, Investigation +2
Senses passive Perception 11
Languages Common, Any one language
Challenge 1/8 (25 XP)

Innate Spellcasting. The stormcaller of keranos's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day: *call lightning*

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

"When you threaten the sanctity of the polis, you insult Ephara herself. If she doesn't smite you, I will."

Warden

Medium humanoid (human), any alignment

Armor Class 10
Hit Points 22 (5d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	12 (+1)	13 (+1)	12 (+1)

Skills Persuasion +4, Religion +4
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The warden is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The warden has the following cleric spells prepared:

1st level (4 slots): *protection from evil and good*, *sanctuary*, *shield of faith*

2nd level (3 slots): *warding bond*

3rd level (3 slots): *dispel magic*, *magic circle*, *protection from energy*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage in melee, or 2 (1d4) piercing damage at range.

Renowned Weaver

A **renowned weaver** has achieved fame that compares her craft to that of gods. With deities angered by mortals who would dare make such a comparison, she runs the risk of being forever turned into a spider.

"You think your weaving as beautiful as mine? Let me show you the true meaning of the craft."

Renowned Weaver

Medium humanoid (human), any alignment

Armor Class 14 (natural armor)
Hit Points 4 (1d8 + 0)
Speed

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	11 (+0)	11 (+0)	11 (+0)

Skills Insight +2, Persuasion +2
Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

Actions

Spiderform. The weaver collapses and dies. From her corpse emerges an immortal spider.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Reverent Hunter

Reverent Hunter

Medium humanoid (human), lawful neutral

Armor Class 11
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	12 (+1)	14 (+2)	11 (+0)

Skills Acrobatics +4, Perception +5
Senses passive Perception 15
Languages Common, any one language
Challenge 1 (200 XP)

Archer's Eye (3/Day). As a bonus action, the hunter can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The hunter makes two attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Nylea's Blessing. When the hunter rolls initiative, it gains a permanent +X bonus on attack rolls and Dexterity and Strength checks, and its hit points and maximum hit points increase by Xd8, where X is the number of allied humans within 5 feet of the hunter.

Sage of Hours

A **sage of hours** studies the flow of time and has developed a contraption that can momentarily slow it.

Sage of Hours

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	13 (+1)	12 (+1)

Saving Throws Int +3, Wis +3
Skills Arcana +7, History +7
Senses passive Perception 11
Languages Common, any seven languages
Challenge 0 (2300 XP)

Extra Turn (1/Short or Long Rest). If the sage is within 5 feet of a crank-style time-slowing machine it knows how to operate, it can use a bonus action to crank it. All *buff* spells targeting the sage end immediately. The sage takes an additional turn after this one.

Heroic. Whenever the sage becomes targeted by a spell, that spell's caster may take a bonus action to cast *buff* targeting the sage, requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Researcher. When the sage attempts to learn or recall a piece of lore, if it does not know that information, it often knows where and from whom it can obtain that information. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. The DM might rule that the knowledge the sage seeks is secreted away in an almost inaccessible place, or that the knowledge simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Serpent Dancer

Serpent dancers are slow-moving, but for good reason. Snakes tend not to discriminate between their trainer and other individuals, so every move the dancer makes must be made without upsetting the deadly creatures. Most serpent dancers work with **snakes**, but the more experienced serpent dancers find **poisonous snakes** more thrilling to handle.

Serpent Dancer

Medium humanoid (human), chaotic neutral

Armor Class 11
Hit Points 4 (1d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	13 (+1)	13 (+1)	15 (+2)

Skills Acrobatics +5, Animal Handling +3, Performance +4, Stealth +5, Intimidation +4
Senses passive Perception 11
Languages Common, any language
Challenge 0 (10 XP)

Enthralling Performance. If the reveler performs for at least 1 minute, it chooses up to four mortals within 60 feet of it who watched or listened to the entire performance. Each target must succeed on a DC 13 Wisdom saving throw or be charmed. While charmed in this way, the target idolizes the reveler and will take part in the reveler's revels. The charmed condition ends for the creature after 1 hour, if it takes any damage, if the reveler attacks the target, or if the target witnesses the reveler attacking or damaging any of the target's allies.

Handle Serpent. Up to two serpents the dancer holds are not hostile to the dancer as long as the dancer controls its own actions, moves no more than 10 feet per turn, and does not take the Dash action or otherwise frighten or upset the serpents. While handling the serpents, the dancer has disadvantage on Dexterity saving throws against attacks from non-snakes.

Horrific Appearance. While the serpent dancer is handling a serpent, any mortal that starts its turn within 30 feet of the dancer and can see the dancer must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the dancer is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dancer's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation that it holds a serpent is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the dancer.

Sphinx's Disciple

A **sphinx's disciple** cloisters himself away from society on an island with a sphinx, hoping to gain knowledge he can use to become a greater wizard.

Few dare to brave the Dakra Isles. Those who return are forever changed.

Stonewise Fortifier

Ephara taught some mortals to feel every vein in marble as though it flows with their own blood.

Sphinx's Disciple

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Int +7, Wis +4
Skills Arcana +8, History +8
Senses passive Perception 11
Languages Common, Sphinx, Giant, Minotaur, Primordial, Sylvan, Leonin, One additional language
Challenge 6 (2300 XP)

Inspired. At the beginning of the disciple's turn, if a sphinx saw it bowing to that sphinx or that sphinx's image at any point since the disciple's last turn, the disciple regains one expended spell slot.

Researcher. When the disciple attempts to learn or recall a piece of lore, if it does not know that information, it often knows where and from whom it can obtain that information. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. The DM might rule that the knowledge the disciple seeks is secreted away in an almost inaccessible place, or that the knowledge simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Bow. The disciple bows down to any manifestation or statue of a sphinx that it can see. It remains in this position until a different action is used.

Stonewise Fortifier

Medium humanoid (human), any alignment

Armor Class 15 (mage armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	15 (+2)	13 (+1)	12 (+1)

Saving Throws Int +5, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Common, any seven languages
Challenge 1 (200 XP)

Innate Spellcasting. The stonewise fortifier's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *fabricate*, *stone shape*, *creation*, *wall of stone*

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Stubs and Maenads

Humans who journey to Skola Vale to join in the hedonist revelries are welcome, but are derogatorily referred to by satyrs as **stubs** (men) or **maenads** (women). Overcome by their emotions, food, and drink, they are more vulnerable than usual.

Stub / Maenad

Stub / Maenad

Medium humanoid (human), chaotic neutral

Armor Class 9
Hit Points 4 (1d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	7 (–2)	11 (+0)	7 (–2)	7 (–2)	13 (+1)

Senses passive Perception 8
Languages Common, any language
Challenge 0 (50 XP)

Susceptible. The reveler has disadvantage on saving throws.

Actions

Unarmed Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 0 (1d4-2) bludgeoning damage.

Wild Stub / Wild Maenad

Overcome by magic, **wild stubs** and **wild maenads** do whatever their controller telepathically wills them to do.

Wild Stub / Wild Maenad

Medium humanoid (human), chaotic evil

Armor Class 13
Hit Points 6 (1d8 + 2)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	7 (–2)	7 (–2)	15 (+2)

Skills Acrobatics +4, Survival +0, Performance +4
Damage Vulnerabilities psychic
Damage Resistances cold, fire, poison
Senses passive Perception 8
Languages Common, any language
Challenge 3 (700 XP)

Charmed. If the charmer becomes incapacitated, or if the stub/maenad isn't on one of Theros's three realms, a wild stub or wild maenad becomes a **stub** or **maenad**.

Enthralling Performance. If the maenad performs for at least 1 minute, it chooses up to four mortals within 60 feet of it who watched or listened to the entire performance. Each target must succeed on a DC 13 Wisdom saving throw or be charmed. While charmed in this way, the target idolizes the maenad and will take part in the maenad's revels. The charmed condition ends for the creature after 1 hour, if it takes any damage, if the maenad attacks the target, or if the target witnesses the maenad attacking or damaging any of the target's allies.

Improvised Weapon Proficiency. The reveler has proficiency with improvised weapons.

Sleepless Reveler. Magic can't put the reveler to sleep.

Telepathic Bond. While the reveler is in any of Theros's three realms, it can magically convey what it senses to its charmer.

Actions

Multiattack. The maenad makes two attacks.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage.

"I will soar higher than the walls of Akros! Higher than the clouds! Higher than Heliod himself!"

Sunchaser

Medium humanoid (human), chaotic neutral

Armor Class 14 (breastplate)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	12 (+1)	11 (+0)	14 (+2)

Skills Athletics +4, Perception +2
Senses passive Perception 12
Languages Common, any language
Challenge 1 (200 XP)

Battle Readiness. The creature has advantage on initiative rolls.

Wings. The sunchaser is outfitted with animated canvas wings (AC 10; 20 hit points; vulnerability to radiant, lightning, fire, slashing, piercing; immunity to cold, psychic; can't become blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, prone, stunned, or unconscious).

As long as the sunchaser has wings, it can fly. If the wings are destroyed while the sunchaser is flying, the sunchaser falls.

Actions

Multiattack. The sunchaser makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 bludgeoning damage.

Tormented Hero

Medium humanoid (human), any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)

Senses passive Perception 10
Languages Common, any language
Challenge 1/2 (100 XP)

Hard to Kill (Recharges after a Long Rest). When the hero drops to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Heroic. Whenever the hero is targeted by a spell, that spell's caster may have the hero use a bonus action to swing its shortsword at all creatures within 5 ft of it, dealing 4 (1d6 + 1) slashing damage to each of them. The hero regains hit points equal to the amount of damage it deals this way.

Actions

Shortsword. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Hundred-Handed One

The **hundred-handed ones**, or hekatoncheires, are giants with a hundred arms.

Hundred-Handed One

Gargantuan giant (hundred-handed), lawful neutral

Armor Class 15 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Con +13, Wis +11
Skills Intimidation +11, Perception +11
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 21
Languages Giant
Challenge 25 (75000 XP)

Reactive. The giant can take one reaction on every turn in combat.

Hundred-Handed (Mythic Trait; Recharges after a Short or Long Rest). When the giant drops to 0 hit points, it doesn't die or fall unconscious. Instead, the damage creates tears in its skin, revealing its hearts. The giant has three hearts in its chest. A heart has an AC of 17 and 155 (10d20+50) hit points. It is immune to fire and to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). The giant dies when all the hearts are destroyed.

Siege Monster. The hundred-hander deals double damage to objects and structures.

Titanic Nature. Unless provoked, the hundred-hander ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Vigilant. The hundred-hander can't be surprised.

Actions

Multiattack. The giant makes four longsword attacks or two rock attacks. Each target must be different.

Longsword. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 30 (6d8 + 3) slashing damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 18 (6d4 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (6d4 + 3) bludgeoning damage.

Reactions

Deflect Attack. The giant adds 5 to its AC against one weapon attack that would hit it. To do so, the giant must see the attacker and be wielding a melee weapon.

Mythic Actions

If the giant's mythic trait is active, it can use the options below as legendary actions for 1 hour after using Hundred-Handed.

Rampage. The giant makes one unarmed strike against each of up to 100 creatures.

Leonin

The leonin are anthropomorphic lions.

Leonin Ascetic

"I do not reject the gods. I reject their authority, their pettiness, and their arrogance."

Leonin Ascetic

Medium humanoid (leonin), any alignment

Armor Class 15
Hit Points 5 (1d8 + 1)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Survival +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Leonin
Challenge 2 (450 XP)

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the sun guide can let out an especially menacing roar. Creatures it chooses within 10 feet of itself that can hear it must succeed on a DC 12 Wisdom saving throw or become frightened of it until the end of its next turn.

Innate Spellcasting. The enlightened ascetic's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells:

At will: *antimagic field*

Unarmored Defense. While the sun guide isn't wearing armor, its armor class includes its Wisdom modifier.

Actions

Sun Bolt. *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 3 (1d4 + 1) radiant damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4 + 0) slashing damage.

Leonin Iconoclast

The **leonin iconoclast** hates the gods of Theros. It aims to dethrone the pantheon.

"The stars belong in the night sky. This is our world, and we are our own masters."

Leonin Iconoclast

Medium humanoid (leonin), any alignment

Armor Class 15
Hit Points 45 (7d8 + 14)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Leonin
Challenge 2 (450 XP)

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the iconoclast can let out an especially menacing roar. Creatures it chooses within 10 feet of itself that can hear it must succeed on a DC 12 Wisdom saving throw or become frightened of it until the end of its next turn.

Heroic. Whenever the iconoclast becomes targeted by a spell, that spell's caster chooses whether the iconoclast may take a bonus action to cast *dispel magic*, requiring no components or spell slots.

Unarmored Defense. While the iconoclast isn't wearing armor, its armor class includes its Wisdom modifier.

Actions

Multiattack. The iconoclast makes two attacks with its claws.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4 + 0) slashing damage.

Leonin Snarecaster

The **leonin snarecaster** is a hunter.

> Formerly oppressed by the polis of Meletis, leonin occasionally "mistake" their old enemies for game.

Leonin Snarecaster

Medium humanoid (leonin), any alignment

Armor Class 11 (padded)
Hit Points 13 (2d10 + 2)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +4, Dex +4
Skills Animal Handling +4, Stealth +4, Survival +4, Nature +3
Senses darkvision 60 ft., passive Perception 11
Languages Common, Leonin
Challenge 1/4 (50 XP)

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the leonin can let out an especially menacing roar. Creatures of it chooses within 10 feet of itself that can hear it must succeed on a DC 11 Wisdom saving throw or become frightened of it until the end of your next turn.

Actions

Longbow. Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2 (1d4 + 0) slashing damage.

Cast Net. Special Weapon Attack: +5 to hit, range 5/15 ft., one small or tiny target. The target is restrained until freed. The net has no effect on creatures that are formless. A creature can use its action to make a DC 12 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Oreskos Explorer

Oreskos Explorer

Medium humanoid (leonin), any alignment

Armor Class 10
Hit Points 13 (2d8 + 4)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Survival +2, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Leonin, Any one language
Challenge 1/2 (100 XP)

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the explorer can let out an especially menacing roar. Creatures of it chooses within 10 feet of itself that can hear it must succeed on a DC 12 Wisdom saving throw or become frightened of it until the end of its next turn.

Wanderer. The explorer has an excellent memory for maps and geography, and it can always recall the general layout of terrain, settlements, and other features around it. In addition, it can find food and fresh water for itself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Actions

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Soldier of Brimaz

Medium humanoid (leonin), any alignment

Armor Class 12 (padded)
Hit Points 16 (3d8 + 3)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Athletics +3, Perception +3, Intimidation +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Leonin
Challenge 1/4 (50 XP)

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the leonin can let out an especially menacing roar. Creatures of it chooses within 10 feet of itself that can hear it must succeed on a DC 11 Wisdom saving throw or become frightened of it until the end of your next turn.

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Vigilant. The soldier can't be surprised.

Actions

Multiattack. The soldier makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage in melee, or 4 (1d6 + 1) piercing damage at range, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

A **sun guide** is a monk that worships the sun.

> "Let the humans have their pantheon. We need no gods to thrive. Even a mortal such as I can capture a part of the sun's power."

Sun Guide

Medium humanoid (leonin), any alignment

Armor Class 15
Hit Points 45 (7d8 + 14)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Leonin
Challenge 2 (450 XP)

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the sun guide can let out an especially menacing roar. Creatures it chooses within 10 feet of itself that can hear it must succeed on a DC 12 Wisdom saving throw or become frightened of it until the end of its next turn.

Inspired. At the beginning of the sun guide's turn, if the sun cast light on it as it was bowing at any point since the sun guide's last turn, it regains 11 (2d10) hit points.

Unarmored Defense. While the sun guide isn't wearing armor, its armor class includes its Wisdom modifier.

Actions

Multiattack. The sun guide makes two attacks with its Sun Bolt. It can then use its Radiant Swathe, if available.

Sun Bolt. *Ranged Spell Attack:* +2 to hit, range 30 ft., one target. *Hit:* 4 (1d4 + 2) radiant damage.

Radiant Swathe (Recharge 5-6). The sun guide swishes its hands through the air, creating a streak of white-hot light. Each creature in a 15-foot cone originating from the sun guide must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) radiant damage.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4 + 0) slashing damage.

Bow. The sun guide bows down to a sun it can see. It remains in this position until a different action is used.

Swiftclaw

The **swiftclaw** is a warrior that uses the sun's powers.

After the Battle of Pharagax Bridge, the Champion spent many months among the leonin of Oreskos. She found that they were quick to take offense, not because they were thin-skinned, but because they were always eager for a fight.

—*The Theriad*

Swiftclaw

Medium humanoid (leonin), any alignment

Armor Class 13 (padded)
Hit Points 44 (8d8 + 8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +3
Skills Athletics +5, Survival +3, Perception +3, Intimidation +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Leonin
Challenge 2 (450 XP)

Battle Readiness. The warrior has advantage on initiative rolls.

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the leonin can let out an especially menacing roar. Creatures of it chooses within 10 feet of itself that can hear it must succeed on a DC 11 Wisdom saving throw or become frightened of it until the end of the its next turn.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Multiattack. The leonin makes two attacks with its claws or two melee attacks with its handaxe.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

"Death is tyranny. Like all tyranny, it must be opposed."

Tethmos High Priest

Medium humanoid (leonin), lawful evil

Armor Class 11 (padded)
Hit Points 135 (18d8 + 54)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	11 (+0)	15 (+2)	13 (+1)

Saving Throws Con +5, Wis +4
Skills Intimidation +3, Religion +2, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Leonin, Any one language
Challenge 3 (700 XP)

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the priest can let out an especially menacing roar. Creatures of it chooses within 10 feet of itself that can hear it must succeed on a DC 13 Wisdom saving throw or become frightened of it until the end of the priest's next turn.

Heroic. Whenever the priest becomes targeted by a spell, that spell's caster chooses whether the priest may take a bonus action to cast *raise dead* targeting a leonin, requiring no components or spell slots.

Spellcasting. The priest is a 9th-level spellcaster. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrip (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *wall of water*[EEPC]

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slots): *flame strike*, *mass cure wounds*, *hold monster*

Actions

Multiattack. The priest makes two melee attacks.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Reactions

Guided Strike (1/Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

"The humans and their gods never blessed me.
Only the pride deserves my allegiance."

Vanguard of Brimaz

Medium humanoid (leonin), any alignment

Armor Class 10
Hit Points 19 (3d8 + 6)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Skills Athletics +4, Perception +3, Intimidation +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Leonin
Challenge 1 (200 XP)

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, the vanguard can let out an especially menacing roar. Creatures it chooses within 10 feet of itself that can hear it must succeed on a DC 12 Wisdom saving throw or become frightened of it until the end of its next turn.

Formation Tactics. The vanguard has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Heroic. Whenever the vanguard becomes targeted by a spell, that spell's caster may have the vanguard use a bonus action to summon a **soldier of Brimaz**. The summoned soldier appears in an unoccupied space that the vanguard can see within 60 feet of itself, and it acts as an ally to its summoner and its allies.

Vigilant. The vanguard can't be surprised.

Actions

Multiattack. The vanguard makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Minotaurs

Minotaurs are the dominant race of the Phoberos and of Skophos. The traits they share are all combat-related, so they are included in their respective stat blocks.

Borderland Minotaur

Borderland minotaurs are outcasts of Skophos that roam the Phoberos badlands.

> "You have led us to triumph over the forces of Mogis!" said Brygus the Brave, clapping the Champion on the back.
>
> The Champion wiped the sweat and blood from her brow.
>
> "I count eight graves," she said. "Too many to call this a victory."
>
> —*The Theriad*

Borderland Minotaur

Medium humanoid (minotaur), any alignment

Armor Class 15 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +5
Skills Athletics +6, Perception +3, Survival +3, Intimidation +2
Senses passive Perception 13
Languages Common, Minotaur, any one language
Challenge 3 (700 XP)

Battle Readiness. The warrior has advantage on initiative rolls.

Goring Rush. Immediately after the warrior uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Actions

Extra Attack. The warrior can attack twice, instead of once, whenever it takes the Attack action on its turn.

Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the warrior can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the warrior and no more than one size larger than it. Unless the target succeeds on a DC 15 Strength saving throw, the warrior pushes it up to 10 feet away from the warrior.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Fanatic of Mogis

Fanatics of Mogis fuel rebellion in the hearts of their followers against followers of Iroas.

Fanatic of Mogis

Medium humanoid (minotaur), lawful evil

Armor Class 17 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2, Intimidation +4
Damage Immunities fire
Senses passive Perception 11
Languages Minotaur, Common
Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Goring Rush. Immediately after the berserker uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Light Pyre. On its first turn in combat, as an action, the fanatic creates a 5-foot-radius pyre in an unoccupied space it can see within 5 feet of itself.

Any creature that ends its turn within 5 feet of the pyre must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (4 slots): command, inflict wounds, shield of faith

2nd level (3 slots): hold person, spiritual weapon

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Horns. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage, and the fanatic can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the fanatic and no more than one size larger than it. Unless the target succeeds on a 10 DC Strength saving throw, the fanatic pushes it up to 10 feet away from the fanatic.

Felhide Clan

The minotaurs of the Felhide clan hail from the Ashlands, a volcanic fallout.

Felhide Brawler

Burial rites among the Felhide minotaurs involve devouring those who fell in battle, to remove their shame from memory and to fuel the survivors' revenge.

Felhide Brawler

Medium humanoid (minotaur), any alignment

Armor Class 13 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Intimidation +3
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1/2 (100 XP)

Felhide Burial Rites. When another Felhide minotaur falls in combat, if the brawler is the only Felhide in a 120-foot radius, the brawler spends its turns running from combat. After one hour, it returns to its fallen comrades and eats them.

Actions

Multiattack. The minotaur makes two halberd attacks.

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Horns. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and it can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and no more than one size larger than it. Unless the target succeeds on a DC 12 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Reactions

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Felhide Minotaur

With spear held high, the Champion came to meet Thyrogog of the Ashlands, who wore the old king's skin as a cloak and fed on the flesh of innocents. The foul minotaur raised the great axe called Goremaster and charged.
—*The Theriad*

Felhide Minotaur

Medium humanoid (minotaur), any alignment

Armor Class 13 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1/2 (100 XP)

Felhide Burial Rites. When another Felhide minotaur falls in combat, if the brawler is the only Felhide in a 120-foot radius, the brawler spends its turns running from combat. After one hour, it returns to its fallen comrades and eats them.

Actions

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Horns. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and it can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and no more than one size larger than it. Unless the target succeeds on a DC 12 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Reactions

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

It's common practice among minotaurs to collect the heads of their victims as trophies. Sometimes the trophies prove more than ornamental.

Felhide Petrifier

Medium humanoid (minotaur), chaotic evil

Armor Class 15 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +6
Skills Athletics +5, Perception +4, Survival +4, Persuasion +3
Senses passive Perception 14
Languages Common, Minotaur, any one language
Challenge 5 (1800 XP)

Battle Readiness. The minotaur has advantage on initiative rolls.

Felhide Burial Rites. When another Felhide minotaur falls in combat, if the brawler is the only Felhide in a 120-foot radius, the brawler spends its turns running from combat. After one hour, it returns to its fallen comrades and eats them.

Gorgon's Head (Weapon). As soon as a creature within 30 feet of the head (including anyone wielding it) sees the head, it may make a DC 14 Constitution saving throw. On a success, that creature may use a reaction to shield its eyes or avert them. If the saving throw fails by 5 or more, or if the creature is unable to react, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is unpetrified by a god.

This trait has no effect if the head's face is not its normal flesh state.

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Improved Critical. The minotaur's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Provide Diversion. As long as it is holding the head of a gorgon, allies of the minotaur that it can see within 120 ft. can use a bonus action on their turn to do the following:

- ***Diversion.*** The allied creature points, cocks its head, or some other gesture to try to get other creatures to look away and look instead at the gorgon's head. Each creature that can see the ally must succeed on a DC 15 Wisdom saving throw or try to look in the direction of the head.

Actions

Multiattack. The minotaur makes two attacks.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the minotaur can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and no more than one size larger than it. Unless the target succeeds on a DC 13 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 9 (2d8) poison damage.

Spiritbinder

A **spiritbinder** possesses a special magic that allows it to bring certain paintings it creates to life.

Spiritbinder

Medium humanoid (minotaur), any alignment

Armor Class 13 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	10 (+0)	10 (+0)	16 (+3)

Skills Intimidation +5
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1 (200 XP)

Felhide Burial Rites. When another Felhide minotaur falls in combat, if the brawler is the only Felhide in a 120-foot radius, the brawler spends its turns running from combat. After one hour, it returns to its fallen comrades and eats them.

Paint. The spiritbinder uses an action to paint an image of creature it can see using a special set of magic pigments. A painting made this way using already-prepared pigments takes 1 minute. If the spiritbinder loses sight of the creature or is interrupted, it must start over.

Spiritbind. The spiritbinder uses an action to touch one of its magic paintings, and says the magic words. The painting becomes a duplicate of the subject after which it was painted. The duplicate is a magic creature, partially real and formed from magic, and it can take actions and otherwise be affected as both a normal creature and a spell. It is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates, except that it is a 2nd-level arcane conjuration in addition to its other types.

The spiritbound creature is friendly to the spiritbinder and creatures it designates. It takes its turn in combat immediately after it is created.

The spiritbound creature lasts until the end of its first turn, at which point it disintegrates into powder.

Actions

Horns. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and it can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and no more than one size larger than it. Unless the target succeeds on a DC 13 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Reactions

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Ragegore Clan

Deathbellow Raider

Deathbellow raiders from the Deathbellow Canyon are a regular nuisance to the Akroans.

"The temple has been rededicated. It belongs to Mogis now."
—Rastos, disciple of Mogis

Deathbellow Raider

Medium humanoid (minotaur), any chaotic alignment

Armor Class 14 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Skills Persuasion +1
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1 (200 XP)

Rage of Mogis. Whenever the minotaur starts its turn with half its hit points or fewer, roll a d6. On a 6, the raider goes berserk. On each of its turns while berserk, the minotaur attacks the nearest non-minotaur creature it can see. If no non-minotaur creature is near enough to move to and attack, the minotaur attacks an object, with preference for an object smaller than itself. Once the minotaur goes berserk, it continues to do so until it is destroyed or regains all its hit points.

A creature within 60 feet of the berserk minotaur can try to calm it by speaking firmly and persuasively. The minotaur must be able to hear that creature, who must take an action to make a DC 20 Charisma (Persuasion) check. If the check succeeds, the minotaur ceases being berserk. If it takes damage while still at half hit points or fewer, the minotaur might go berserk again.

Goring Rush. Immediately after the berserker uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless Endurance. When the raider drops to 0 hit points but not killed outright, it can drop to 1 hit point instead. The raider can't use this feature again until it finishes a long rest.

Actions

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the berserker can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the berserker and no more than one size larger than it. Unless the target succeeds on a DC 12 Strength saving throw, the berserker pushes it up to 10 feet away from the berserker.

Flurrying minotaurs attack in small bands, overwhelming lonely travelers or small caravans.

A minotaur does not distinguish between human, satyr, and triton. They are all meat.

Flurrying Minotaur

Medium humanoid (minotaur), chaotic evil

Armor Class 15 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +5
Skills Athletics +4, Perception +3, Survival +3, Intimidation +2
Senses passive Perception 13
Languages Common, Minotaur, any one language
Challenge 2 (450 XP)

Battle Readiness. The minotaur has advantage on initiative rolls.

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Improved Critical. The minotaur's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Actions

Multiattack. The minotaur makes two attacks.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the minotaur can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and no more than one size larger than it. Unless the target succeeds on a DC 12 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Goreseeker

A **goreseeker** is crudely fitted with a prosthetic claw to replace a lost forearm. The goreseeker's claw is formed from strapped-together bones of its victims.

Goreseeker

Medium humanoid (minotaur), any chaotic alignment

Armor Class 14 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	9 (–1)	11 (+0)	9 (–1)

Skills Intimidation +3
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1 (200 XP)

Battle Readiness. The minotaur has advantage on initiative rolls.

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Rage of Mogis. Whenever the minotaur starts its turn with half its hit points or fewer, roll a d6. On a 6, the raider goes berserk. On each of its turns while berserk, the minotaur attacks the nearest non-minotaur creature it can see. If no non-minotaur creature is near enough to move to and attack, the minotaur attacks an object, with preference for an object smaller than itself. Once the minotaur goes berserk, it continues to do so until it is destroyed or regains all its hit points.

A creature within 60 feet of the berserk minotaur can try to calm it by speaking firmly and persuasively. The minotaur must be able to hear that creature, who must take an action to make a DC 20 Charisma (Persuasion) check. If the check succeeds, the minotaur ceases being berserk. If it takes damage while still at half hit points or fewer, the minotaur might go berserk again.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Actions

Multiattack. The minotaur makes two attacks: one with its horns and one with its claw.

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the minotaur can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and Large or smaller. Unless the target succeeds on a DC 13 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Kragma Butcher

A **Kragma butcher** is a Ragegore minotaur with slightly better self-control when it comes to taking a lunch break during battle. Of course, being around food while he's hungry just fuels his rage.

> Minotaurs go into battle hungry. The first sight of their enemies' blood sends them into a flesh-eating rage.

Kragma Butcher

Medium humanoid (minotaur), any alignment

Armor Class 12
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +6
Skills Athletics +5, Perception +4, Survival +4, Intimidation +3
Senses passive Perception 14
Languages Common, Minotaur, any one language
Challenge 2 (450 XP)

Battle Readiness. The butcher has advantage on initiative rolls.

Goring Rush. Immediately after the butcher uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Improved Critical. The butcher's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Insatiable Ragegore Hunger. The butcher starves itself prior to battle. If it kills a creature, there is a 50% chance it will stop fighting to eat the corpse.

If the butcher eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the butcher until the end of the butcher's next turn.

If a hungry butcher does not eat after a kill, it gets a +2 bonus to damage rolls and Strength and Dexterity checks until the end of its next turn.

Actions

Extra Attack. The butcher can attack twice, instead of once, whenever it takes the Attack action on its turn.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the butcher can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the butcher and no more than one size larger than it. Unless the target succeeds on a DC 13 Strength saving throw, the butcher pushes it up to 10 feet away from the butcher.

War pick. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 7 (1d10 + 2) piercing damage if used with two hands to make a melee attack.

Kragma Warcaller

A **Kragma warcaller** motivates the herd by drawing first blood in combat.

> A warcaller merely brings the herd together. After that, the meat-hunger is all the encouragement they need.

Kragma Warcaller

Medium humanoid (minotaur), any alignment

Armor Class 15 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +5
Skills Athletics +4, Perception +3, Survival +3, Persuasion +2
Senses passive Perception 13
Languages Common, Minotaur, any one language
Challenge 2 (450 XP)

Battle Readiness. The warrior has advantage on initiative rolls.

Goring Rush. Immediately after the warrior uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Improved Critical. The warrior's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Rallying War Cry. Other minotaur creatures within 30 feet of the warcaller that can see or hear it have advantage on initiative rolls and have a +2 bonus on damage rolls and Strength and Dexterity checks.

Actions

Extra Attack. The warrior can attack twice, instead of once, whenever it takes the Attack action on its turn.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the warrior can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the warrior and no more than one size larger than it. Unless the target succeeds on a DC 13 Strength saving throw, the warrior pushes it up to 10 feet away from the warrior.

War pick. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 7 (1d10 + 2) piercing damage if used with two hands to make a melee attack.

Chosen of Mogis

Fashioning itself as a **chosen of Mogis**, this minotaur is feared even among its own clan. In its pride, it delays joining in the battle just to prove to those around it how valuable its contribution to the effort is.

Chosen of Mogis

Medium humanoid (minotaur), any chaotic alignment

Armor Class 14 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	9 (–1)	11 (+0)	9 (–1)

Skills Intimidation +3
Senses passive Perception 10
Languages Common, Minotaur
Challenge 2 (450 XP)

Battle Preparations. The minotaur cannot take an action on its first turn in combat.

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Rage of Mogis. Whenever the minotaur starts its turn with half its hit points or fewer, roll a d6. On a 6, the raider goes berserk. On each of its turns while berserk, the minotaur attacks the nearest non-minotaur creature it can see. If no non-minotaur creature is near enough to move to and attack, the minotaur attacks an object, with preference for an object smaller than itself. Once the minotaur goes berserk, it continues to do so until it is destroyed or regains all its hit points.

A creature within 60 feet of the berserk minotaur can try to calm it by speaking firmly and persuasively. The minotaur must be able to hear that creature, who must take an action to make a DC 20 Charisma (Persuasion) check. If the check succeeds, the minotaur ceases being berserk. If it takes damage while still at half hit points or fewer, the minotaur might go berserk again.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 10 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Actions

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands to make a melee attack.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the minotaur can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and Large or smaller. Unless the target succeeds on a DC 16 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Phoberos reavers clear the badlands of Akroans or others who would defile the name of Mogis.

Phoberos Reaver

Medium humanoid (minotaur), any chaotic alignment

Armor Class 14 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	9 (–1)	11 (+0)	9 (–1)

Skills Intimidation +3
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1/2 (100 XP)

Battle Readiness. The minotaur has advantage on initiative rolls.

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Rage of Mogis. Whenever the minotaur starts its turn with half its hit points or fewer, roll a d6. On a 6, the raider goes berserk. On each of its turns while berserk, the minotaur attacks the nearest non-minotaur creature it can see. If no non-minotaur creature is near enough to move to and attack, the minotaur attacks an object, with preference for an object smaller than itself. Once the minotaur goes berserk, it continues to do so until it is destroyed or regains all its hit points.

A creature within 60 feet of the berserk minotaur can try to calm it by speaking firmly and persuasively. The minotaur must be able to hear that creature, who must take an action to make a DC 20 Charisma (Persuasion) check. If the check succeeds, the minotaur ceases being berserk. If it takes damage while still at half hit points or fewer, the minotaur might go berserk again.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Actions

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the minotaur can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and Large or smaller. Unless the target succeeds on a DC 12 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

"I see a spark of pure rage. Soon that spark will spread from the depths of Kragma. Soon its fire will engulf the polis."
—Hira, street oracle

Rageblood Shaman

Medium humanoid (minotaur), lawful evil

Armor Class 15 (blessings of the gods)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Wis +4, Cha +4
Skills Insight +4, Persuasion +5, Religion +5
Damage Immunities fire
Senses passive Perception 12
Languages Celestial, Common, Minotaur
Challenge 4 (1100 XP)

Blessings of the Gods. While the shaman is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the shaman with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Divine Influence. Just the shaman seeks insights from interpreting the divine, so too does Mogis occasionally seek to manipulate the world through the shaman. Sometimes Mogis might speak directly, be it with dramatic manifestations or direct possession of the shaman. Although Mogis's words might be steeped in metaphors, should he wish to make his intentions clear, he often finds dramatic ways to make his thoughts known.

Goring Rush. Immediately after the shaman uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Innate Spellcasting. The shaman's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance*, *light*, *thaumaturgy*

3/day: *bless*, *guiding bolt*, *healing word*, *hold person*

1/day: *augury*, *scrying*

Interpreter of Signs. The shaman possesses unparalleled experience in divining Mogis's whims from cryptic visions and mundane forces.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Trample. The shaman can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with an unarmed strike. That creature must succeed on a DC 11 Strength saving throw or be knocked prone. If the creature succeeds, the shaman can't enter that space and must end its turn immediately. If the shaman stops on top of that creature, that creature becomes restrained until the shaman moves off it (escape DC 11).

Word of Hope. Other minotaur creatures within 30 feet of the shaman that can hear its continuous rantings roll an additional die when determining damage they deal, and they have 4 temporary hit points. They also have the Trample trait above.

This effect ends for any creature that is no longer within this radius or that can no longer hear the shaman, or if the shaman is silenced.

Actions

Eldritch Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) force damage.

Horns. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the shaman can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the shaman and no more than one size larger than it. Unless the target succeeds on a DC 11 Strength saving throw, the shaman pushes it up to 10 feet away from the shaman.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Reactions

Divine Insight (3/Day). When the shaman or a creature it can see makes an attack roll, a saving throw, or an ability check, the shaman can cause the roll to be made with advantage or disadvantage.

Reckless Minotaur

A **reckless minotaur** cares less about its own well-being than about its cause. It moves from one battle to the next, ignoring the arrows that sink deeper into its skin with every move and the fire that burns its hair and flesh from its body.

Reckless Minotaur

Medium humanoid (minotaur), any chaotic alignment

Armor Class 14
Hit Points 1 (1d1 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	10 (+0)	9 (–1)	11 (+0)	9 (–1)

Skills Intimidation +3
Damage Immunities fire
Senses passive Perception 10
Languages Common, Minotaur
Challenge 2 (450 XP)

Battle Readiness. The minotaur has advantage on initiative rolls.

Fire Aura. At the start of each of the minotaur's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the minotaur or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Rage of Mogis. Whenever the minotaur starts its turn with half its hit points or fewer, roll a d6. On a 6, the raider goes berserk. On each of its turns while berserk, the minotaur attacks the nearest non-minotaur creature it can see. If no non-minotaur creature is near enough to move to and attack, the minotaur attacks an object, with preference for an object smaller than itself. Once the minotaur goes berserk, it continues to do so until it is destroyed or regains all its hit points.

A creature within 60 feet of the berserk minotaur can try to calm it by speaking firmly and persuasively. The minotaur must be able to hear that creature, who must take an action to make a DC 20 Charisma (Persuasion) check. If the check succeeds, the minotaur ceases being berserk. If it takes damage while still at half hit points or fewer, the minotaur might go berserk again.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Actions

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage, and the minotaur can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and Large or smaller. Unless the target succeeds on a DC 14 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Skullcleaver

A **skullcleaver** is a Ragegore minotaur that beheads its victims with its axe.

"Their only dreams are of full stomachs."
—Kleon the Iron-Booted

Skullcleaver

Medium humanoid (minotaur), any chaotic alignment

Armor Class 14 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	9 (–1)	11 (+0)	9 (–1)

Skills Intimidation +3
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1 (200 XP)

Goring Rush. Immediately after the skullcleaver uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Rage of Mogis. Whenever the minotaur starts its turn with half its hit points or fewer, roll a d6. On a 6, the raider goes berserk. On each of its turns while berserk, the minotaur attacks the nearest non-minotaur creature it can see. If no non-minotaur creature is near enough to move to and attack, the minotaur attacks an object, with preference for an object smaller than itself. Once the minotaur goes berserk, it continues to do so until it is destroyed or regains all its hit points.

A creature within 60 feet of the berserk minotaur can try to calm it by speaking firmly and persuasively. The minotaur must be able to hear that creature, who must take an action to make a DC 20 Charisma (Persuasion) check. If the check succeeds, the minotaur ceases being berserk. If it takes damage while still at half hit points or fewer, the minotaur might go berserk again.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Surprise Attack. If the skullcleaver surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the skullcleaver can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the skullcleaver and Large or smaller. Unless the target succeeds on a DC 14 Strength saving throw, the skullcleaver pushes it up to 10 feet away from the skullcleaver.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

A **warchanter of Mogis** knows a special chant that makes its allies more intimidating to their foes.

Warchanter of Mogis

Medium humanoid (minotaur), lawful evil

Armor Class 13 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +5, Wis +5
Skills Intimidation +3, Religion +2, Persuasion +3
Senses passive Perception 13
Languages Common, Minotaur, Any one language
Challenge 2 (450 XP)

Goring Rush. Immediately after the warchanter uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Inspired. At the beginning of the warchanter's turn, if Mogis heard it chanting to him at any point since the warchanter's last turn, the a creature of the warchanter's choice gains the following ability until the beginning of the warchanter's next turn:

- ***Fear Aura.*** Any hostile target to the creature that starts its turn within 20 feet of the creature must make a Wisdom saving throw (DC = 8 + proficiency bonus + Charisma modifier), unless the creature is incapacitated. On a failed save, the target is frightened until the start of its next turn. If the target's saving throw is successful, the target is immune to the creature's Fear Aura for the next 24 hours.

Actions

Multiattack. The warchanter makes two melee attacks.

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the warchanter can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the warchanter and no more than one size larger than it. Unless the target succeeds on a DC 13 Strength saving throw, the warchanter pushes it up to 10 feet away from the warchanter.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Chant. The warchanter recites an incantation to Mogis. It continues to do so until it takes a different action.

Younghorns join in the battle as soon as they are old enough to hunt.

YOUNGHORN

Medium humanoid (minotaur), any chaotic alignment

Armor Class 14 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	9 (–1)	11 (+0)	9 (–1)

Skills Intimidation +3
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1/4 (50 XP)

Battle Readiness. The minotaur has advantage on initiative rolls.

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Rage of Mogis. Whenever the minotaur starts its turn with half its hit points or fewer, roll a d6. On a 6, the raider goes berserk. On each of its turns while berserk, the minotaur attacks the nearest non-minotaur creature it can see. If no non-minotaur creature is near enough to move to and attack, the minotaur attacks an object, with preference for an object smaller than itself. Once the minotaur goes berserk, it continues to do so until it is destroyed or regains all its hit points.

A creature within 60 feet of the berserk minotaur can try to calm it by speaking firmly and persuasively. The minotaur must be able to hear that creature, who must take an action to make a DC 20 Charisma (Persuasion) check. If the check succeeds, the minotaur ceases being berserk. If it takes damage while still at half hit points or fewer, the minotaur might go berserk again.

Ragegore Hunger. The minotaur starves itself prior to battle. If it kills a creature and has not eaten, there is a 50% chance it will stop fighting to eat the corpse.

If the minotaur eats, each hostile creature that can see it must succeed on a DC 11 Wisdom saving throw or be frightened of the minotaur until the end of the minotaur's next turn.

If a hungry minotaur does not eat after a kill, it gets a +1 bonus to damage rolls until it eats.

Actions

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the minotaur can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and Large or smaller. Unless the target succeeds on a DC 12 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more cultists might be nearby who will pay tribute to the oracle.
- A quest goal might involve helping the oracle as an advance payment for its service.
- A quest goal might involve vanquishing the oracle.
- A quest goal might involve protecting a creature that is near the oracle.

Oracle of Bones

Medium humanoid (minotaur), any alignment

Armor Class 15 (blessings of the gods)
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	13 (+1)	16 (+3)	15 (+2)

Saving Throws Wis +5, Cha +4
Skills Insight +5, Persuasion +4, Religion +5, Intimidation +4
Senses passive Perception 13
Languages Celestial, Common, Minotaur
Challenge 1 (200 XP)

Battle Readiness. The oracle has advantage on initiative rolls.

Blessings of the Gods. While the oracle is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the oracle with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Demand Tribute. Immediately after initiative rolls in which the oracle participates, it demands tribute from a creature it can see. That creature may bow, genuflect, salute, or perform a similar gesture as a bonus action.

If tribute is paid: Until the end of combat, the oracle gains a +2 bonus to damage rolls and Strength and Dexterity checks, and 9 (2d8) temporary hit points.

If tribute isn't paid: The oracle casts a *sacred flame* on that creature.

Divine Influence. Just the oracle seeks insights from interpreting the divine, so too do the gods occasionally seek to manipulate the world through the oracle. Sometimes the gods might speak directly, be it with dramatic manifestations or direct possession of the oracle. Although the gods' words might be steeped in metaphors, should they wish to make their intentions clear, they often find dramatic ways to make their thoughts known.

Goring Rush. Immediately after the oracle uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Interpreter of Signs. The oracle possesses unparalleled experience in divining godly whims from cryptic visions and mundane forces.

Spellcasting. The oracle of bones is a 9th-level spellcaster. The oracle of bones's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The oracle of bones has the following cleric spells prepared:

Cantrip (at will): *guidance*, *sacred flame*, *spare the dying*

2nd level (3 slots): *augury*

4th level (3 slots): *divination*

5th level (1 slots): *commune*

Actions

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the oracle can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the oracle and no more than one size larger than it. Unless the target succeeds on a DC 13 Strength saving throw, the oracle pushes it up to 10 feet away from the oracle.

Reactions

Divine Insight (3/Day). When the oracle or a creature it can see makes an attack roll, a saving throw, or an ability check, the oracle can cause the roll to be made with advantage or disadvantage.

Pensive Minotaur

Occasionally, a **pensive minotaur** isolates himself to rethink the meaning of life.

> The Champion and her companions marched through the night, but the battle was over before they arrived. In the middle of the carnage sat a solitary minotaur, lost in what seemed to the Champion to be thought.
>
> —*The Theriad*

Pensive Minotaur

Medium humanoid (minotaur), chaotic evil

Armor Class 15 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Con +5
Skills Athletics +4, Survival +2, Intimidation +2, Perception +0
Senses passive Perception 10
Languages Common, Minotaur, any one language
Challenge 1 (200 XP)

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Actions

Multiattack. The minotaur makes two attacks.

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the minotaur can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and no more than one size larger than it. Unless the target succeeds on a DC 12 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Claws. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Ragemonger

Ragemongers are minotaur battle shamans who amplify the rage of other minotaurs.

Ragemonger

Medium humanoid (minotaur), chaotic evil

Armor Class 13 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Wis +2, Cha +4
Skills Intimidation +4, Arcana +2, Religion +2
Damage Immunities fire
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1/2 (100 XP)

Ragemonger. Minotaurs the ragemonger can see have a speed bonus of +20 ft.

Innate Spellcasting. The ragemonger's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

at will: *fire bolt*, *chromatic orb* (fire)

Actions

Horns. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage, and it can use a bonus action to attempt to shove that target with its horns. The target must be within 5 feet of the minotaur and no more than one size larger than it. Unless the target succeeds on a DC 11 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Reactions

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horns as a bonus action.

Polymorphed NPCs

Any creature that meets a polypharmakon could end up as an animal of any sort. Most commonly, a shameless man is turned into a pig.

An individual turned into an animal retains its original personality and can be quite clumsy at actually in its new form. For example, a kind-hearted noble turned into a lion would dull its claws against rocks and refuse to hunt animals.

To create a polymorphed NPC, simply use the stat block from the respective animal, keep the original NPC's Wisdom, Intelligence, and Charisma scores, and give it the following trait:

Languages. Understands all languages it knew in its normal form but can't speak

Cursed Pig

The attractive polypharmakons perceive most men in Theros as shameless, and most men she encounters will find themselves turned into a pig.

Cursed Pig

Tiny beast, any alignment

Armor Class 12 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (–1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses blindsight 30 ft. (can't see beyond this radius), passive Perception 10
Languages Understands all languages it knew in its normal form but can't speak
Challenge 0 (25 XP)

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Satyrs

Raging Satyr

When Xenagos fell from godhood, **raging satyrs** avenged his death.

> "Xenagos has fallen, and the world grows dark without him. What can ever fill that darkness but our rage?"
>
> —Guruthes, disciple of Xenagos

Raging Satyr

Medium fey (satyr), chaotic good

Armor Class 10
Hit Points 13 (2d8 + 4)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Performance +3, Persuasion +3
Senses passive Perception 10
Languages Sylvan, Common
Challenge 0 (10 XP)

Battle Readiness. The satyr has advantage on initiative rolls.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Actions

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Satyr Entertainers

Firedrinker Satyr

Firedrinker satyrs perform an enthralling firedrinking act at revels.

> Attending a satyr revel requires a high tolerance for pain.

Firedrinker Satyr

Medium fey (satyr), chaotic good

Armor Class 15 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 45 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	8 (–1)	17 (+3)

Saving Throws Dex +4, Cha +5
Skills Acrobatics +7, Performance +6, Persuasion +5
Senses passive Perception 9
Languages Common, Sylvan
Challenge 1 (200 XP)

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Nimble. The satyr can take the Disengage action as a bonus action on each of its turns.

Actions

Multiattack. The satyr makes two attacks with its shortbow.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spew Flame (Recharge 4–6). The satyr exhales flames. Each creature in a 15-foot cone must make a DC 14 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Grovedancer

A **grovedancer** of Setessa offers a morale boost to those who see her dance.

> "Some of my kin dance for themselves, without greater purpose. Nylea gives me purpose, and with it strength."

Grovedancer

Medium fey (satyr), any alignment

Armor Class 13 (natural armor)
Hit Points 4 (1d8 + 0)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Performance +3, Persuasion +3
Senses passive Perception 10
Languages Sylvan, Common
Challenge 0 (0 XP)

Grove Dance. As an action on its turn, the satyr may begin a new dance, targeting one creature that can see it. That target gets a +1 bonus to Strength and Dexterity checks and damage rolls and gains 4 (1d8) temporary hit points. The effect ends if the satyr stops dancing, the target can no longer see the satyr, or the satyr chooses a new target. As an action on subsequent turns, if the satyr is dancing, it may continue dancing. It can stop dancing at any time.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Actions

Ram. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Unarmed Strike. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Meadow Piper

Meadow pipers are perhaps the most iconic of all satyrs, dancing merrily as they play a tune. These merrymakers have another side to them though; they love taunting others.

> "When I asked my commander the reward for killing that prancing nuisance, he told me, 'None! I want to kill him myself!'"
> —Phrogas, soldier of Akros

Meadow Piper

Medium fey (satyr), chaotic good

Armor Class 14 (natural armor)
Hit Points 4 (1d8 + 0)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Acrobatics +3, Performance +6, Persuasion +4
Senses passive Perception 10
Languages Common, Sylvan, Any one language
Challenge 0 (25 XP)

Innate Spellcasting. The entertainer's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *vicious mockery* 2/day: *charm person*, *detect magic*, *healing word*, *thunderwave*

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Actions

Ram. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Dare the Coward. The piper mockingly dares a creature within 30 feet of it that can hear it to take an attack action against another creature the piper chooses that the piper can see. That creature may make a DC 11 Wisdom saving throw to resist this effect.

Revel Piper

A **revel piper** at a revel serves as entertainment to all who can hear his performance.

Revel Piper

Medium fey (satyr), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	10 (+0)	15 (+2)

Skills Acrobatics +6, Performance +11, Persuasion +4, Stealth +5
Senses passive Perception 10
Languages Common, Sylvan, Any one language
Challenge 1/2 (100 XP)

Enthralling Performance. If the reveler performs for at least 1 minute, it chooses up to four mortals within 60 feet of it who watched or listened to the entire performance. Each target must succeed on a DC 12 Wisdom saving throw or be charmed. While charmed in this way, the target idolizes the reveler and will take part in the reveler's revels. The charmed condition ends for the creature after 1 hour, if it takes any damage, if the reveler attacks the target, or if the target witnesses the reveler attacking or damaging any of the target's allies.

Innate Spellcasting. The entertainer's innate spellcasting ability is Charisma (spell save DC 12, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *vicious mockery* 2/day: *charm person*, *detect magic*, *healing word*, *thunderwave*

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Sleepless Reveler. Magic can't put the reveler to sleep.

Actions

Multiattack. The reveler makes two ram attacks or two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Satyr Revelers

Afterparty Reveler

Eventually, the best revels in the Skola Vale end in **afterparty revelers** paying visits to their neighboring poleis, where they smash as much as possible.

"You can tell something's really valuable by the sound it makes when you slam your staff into it."

Afterparty Reveler

Medium fey (satyr), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	16 (+3)

Skills Acrobatics +5, Performance +7, Stealth +5
Senses passive Perception 10
Languages Common, Sylvan
Challenge 2 (450 XP)

Charge. If the satyr moves at least 15 feet straight toward a target and then hits it with its ram attack on the same turn, the target takes an extra 5 (2d4) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Siege Monster. The celebrant deals double damage to objects and structures.

Sleepless Reveler. Magic can't put the satyr to sleep.

Actions

Multiattack. The satyr makes two ram attacks or two stick attacks.

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Stick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, or 5 (1d6 + 2) bludgeoning damage if used with two hands to make a melee attack.

Reckless Reveler

A **reckless reveler** is so absorbed in revelry that it abandons basic sense. The reveler is as much a danger to itself as it is to others.

"The gods of Theros are born of the expectations and beliefs of mortals. If I have found godhood, what does that say about their true desires?"
—Xenagos, god of revels

Reckless Reveler

Medium fey (satyr), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	16 (+3)

Skills Acrobatics +5, Performance +7, Stealth +5
Senses passive Perception 10
Languages Common, Sylvan
Challenge 2 (450 XP)

Careless Ramming. While the satyr bears a lit torch, its ram attacks deal an extra 4 (1d8) fire damage per lit torch.

Charge. If the celebrant moves at least 15 feet straight toward a target and then hits it with its ram attack on the same turn, the target takes an extra 5 (2d4) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Hedonism. As a bonus action, the reveler can ignite itself. Any objects within 5 feet also ignite, and the reveler drops to 0 hit points.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Siege Monster. The satyr deals double damage to objects and structures.

Sleepless Reveler. Magic can't put the satyr to sleep.

Actions

Multiattack. The satyr makes two ram attacks or two torch attacks.

Ram. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Torch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) fire damage.

Satyr Hedonist

Satyr hedonists live on the edge, seeking thrills and experiences that leave them hungover and in terrible pain.

"Any festival you can walk away from wasn't worth attending in the first place."

Satyr Hedonist

Medium fey (satyr), chaotic good

Armor Class 15 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills Performance +3, Persuasion +3
Senses passive Perception 10
Languages Sylvan, Common
Challenge 1/2 (100 XP)

Hedonism. As a bonus action, the hedonist can ignite itself. Any objects within 5 feet also ignite, and the hedonist drops to 0 hit points.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Actions

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Satyr Hoplite

Many of Xenagos's former followers left the Skola Valley and became **satyr hoplites** of Setessa.

"Xenagos has become what he once despised: a tyrant and an oppressor."

Satyr Hoplite

Medium fey (satyr), chaotic good

Armor Class 16 (half plate)
Hit Points 5 (1d8 + 1)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Skills Performance +3, Persuasion +3, Athletics +3, Perception +2
Senses passive Perception 12
Languages Sylvan, Common
Challenge 1 (200 XP)

Formation Tactics. The hoplite has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Heroic. Whenever the oathsworn is the target of a spell, that spell's caster may take a bonus action to cast *buff*, targeting the hoplite and requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Actions

Multiattack. The hoplite makes two melee attacks.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Setessan Oathsworn

A **Setessan oathsworn** is a satyr that has left the Skola Valley and joined the Setessan army.

"Setessa is not the city of my birth, but it is the place I fight for, and the place I'm willing to die for. Does that not make it my home?"

Setessan Oathsworn

Medium fey (satyr), chaotic good

Armor Class 18 (plate)
Hit Points 5 (1d8 + 1)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Con +3
Skills Athletics +3, Perception +3, Survival +3, Performance +3, Persuasion +3
Senses passive Perception 13
Languages Common, Sylvan
Challenge 2 (450 XP)

Battle Readiness. The oathsworn has advantage on initiative rolls.

Improved Critical. The oathsworn's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Heroic. Whenever the oathsworn is the target of a spell, that spell's caster may take a bonus action to cast *buff* at 2nd level, targeting the oathsworn and requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Actions

Extra Attack. The oathsworn can attack twice, instead of once, whenever it takes the Attack action on its turn.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Reactions

Protection. The oathsworn imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the oathsworn. The oathsworn must be able to see the attacker.

Satyr Nyx-Smith

The **satyr nyx-smiths**, under the command of Xenagos, created nyxborn fire elementals.

Satyr Nyx-Smith

Medium fey (satyr), chaotic good

Armor Class 13 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills Performance +3, Persuasion +3, Athletics +4
Damage Resistances fire
Senses passive Perception 10
Languages Sylvan, Common
Challenge 1/4 (50 XP)

Battle Readiness. The satyr has advantage on initiative rolls.

Inspired. At the beginning of the satyr's turn, if the satyr has used the bellows since its last turn, it uses a bonus action to summon a **nyxborn fire elemental** that appears in an unoccupied space that the worshiper can see within 5 feet of itself. The summoned elemental is friendly to its summoner and other elemental summoned this way.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Actions

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 bludgeoning damage.

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Bellows. The satyr operates the bellows at the nyx-forge. It continues to do so until a different action is taken.

Satyr Rambler

Satyr ramblers roam wherever they please, and they don't stop to say "excuse me" before trampling others.

> A satyr is bound by nothing—not home, not family, not loyalty.

Satyr Rambler

Medium fey (satyr), any alignment

Armor Class 13 (natural armor)
Hit Points 4 (1d8 + 0)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Performance +3, Persuasion +3
Senses passive Perception 10
Languages Sylvan, Common
Challenge 1/8 (25 XP)

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Trample. The rambler can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with its ram attack. That creature must succeed on a DC 12 Strength saving throw or be knocked prone. If the creature succeeds, the rambler can't enter that space and must end its turn immediately. If the rambler stops on top of that creature, that creature becomes restrained until the rambler moves off it (escape DC 12).

Actions

Scimitar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Ram. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Satyr Voyager

Some satyrs grow bored with the revels and seek something more exciting.

"None can own the land's bounty. The gods made this world for all to share its riches. And I'm not just saying that because you caught me stealing your fruit."

Satyr Voyager

Medium fey (satyr), chaotic good

Armor Class 14 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Skills Medicine +4, Nature +3, Perception +4, Performance +3, Persuasion +3
Senses passive Perception 14
Languages Sylvan, Common, Druidic, Any two languages
Challenge 1 (200 XP)

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Spellcasting. The voyager is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *goodberry*, *longstrider*, *speak with animals*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. Melee Weapon Attack: +3 to hit (+5 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Satyr Wayfinder

A **satyr wayfinder** scouts out the land.

The first satyr to wake after a revel must search for the site of the next one.

Satyr Wayfinder

Medium fey (satyr), chaotic good

Armor Class 13 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills Performance +3, Persuasion +3, Perception +2
Senses passive Perception 12
Languages Sylvan, Common
Challenge 1/4 (50 XP)

Charge. If the rambler moves at least 15 feet straight toward a target and then hits it with its ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Sirens

Sirens, like harpies, are bird-maidens. However, sirens are beautiful and have an equally beautiful voice. Their voice is irresistable to any man or giant.

Cloaked Siren

Cloaked sirens have camouflage that allows them to hide in rocky terrain.

> "That is not the voice of the wind singing on the stones."
> —Callaphe the mariner

Cloaked Siren

Medium monstrosity, chaotic evil

Armor Class 12
Hit Points 45 (7d8 + 14)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	7 (–2)	10 (+0)	13 (+1)

Skills Stealth +3
Condition Immunities charmed
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

Ambusher. The siren has advantage on attack rolls against any creature it has surprised.

Stone Camouflage. The siren has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The siren makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Luring Song. The siren sings a magical melody. Every mortal within 300 ft. of the siren that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 ft. away from the siren, the must move on its turn toward the siren by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's song for the next 24 hours.

Fanged-Coast Siren

The **Fanged-Coast sirens** call a creature by name in their songs.

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more siren cultists might be nearby who will pay tribute.
- The siren could prove helpful or detrimental in vanquishing a larger beast.
- A quest goal might involve saving a creature that is near the siren.
- A quest goal might involve vanquishing the siren.

Fanged-Coast Siren

Medium monstrosity, chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (–2)	10 (+0)	13 (+1)

Condition Immunities charmed
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Demand Tribute. Immediately after initiative rolls in which the siren participates, it demands tribute from a creature it can see. That creature may bow, genuflect, salute, or perform a similar gesture as a bonus action.

If tribute is paid: Until the end of combat, the siren gains a +3 bonus to damage rolls and Strength and Dexterity checks, and 17 (3d8) temporary hit points.

If tribute isn't paid: The creature must succeed on a DC 11 Wisdom saving throw or be charmed by the siren for 1 round.

Actions

Multiattack. The siren makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Luring Song. The siren sings a magical melody. Every mortal within 300 ft. of the siren that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 ft. away from the siren, the must move on its turn toward the siren by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's song for the next 24 hours.

Shipwreck Singer

Shipwreck singers are perhaps the most common type of siren encountered by mariners.

> Her melody melds death and beauty with such artistry that even the gods weep to hear it.

Shipwreck Singer

Medium monstrosity (siren), chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (–2)	12 (+1)	13 (+1)

Condition Immunities charmed
Senses passive Perception 11
Languages Common
Challenge 1 (200 XP)

Actions

Multiattack. The siren makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Luring Song. The siren sings a magical melody. Every mortal within 300 ft. of the siren that can hear the song must succeed on a DC 12 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 ft. away from the siren, the must move on its turn toward the siren by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's song for the next 24 hours.

Tide Chorister

A **tide chorister** is able to manipulate magical energies to enhance her song.

Tide Chorister

Medium monstrosity (siren), chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (–2)	10 (+0)	13 (+1)

Condition Immunities charmed
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

Heroic. Whenever the chorister becomes targeted by a spell, that spell's caster chooses whether the following happens:

Until the end of the chorister's next turn, whenever it uses its luring song, its song reaches 10 additional feet.

Actions

Multiattack. The siren makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.
Luring Song. The siren sings a magical melody. Every mortal within 300 ft. of the siren that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 ft. away from the siren, the must move on its turn toward the siren by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's song for the next 24 hours.

War-Wing Siren

A **war-wing siren** represents a reformed siren who fights to save the plane from impending divine doom.

> Once she sang sailors to their doom. Now she leads them to glory.

War-Wing Siren

Medium monstrosity (siren), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 67 (9d8 + 27)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	7 (–2)	11 (+0)	14 (+2)

Skills Athletics +3, Perception +2
Condition Immunities charmed
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Formation Tactics. The siren has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Heroic. Whenever the siren is the target of a spell, that spell's caster may take a bonus action to cast *buff*, targeting the siren and requiring no components or spell slots. This *buff* can't trigger any Heroic traits.

Actions

Multiattack. The siren makes two melee attacks.

Glaive. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (1d10 + 1) slashing damage.

Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 6 (2d4 + 1) slashing damage. ***Luring Song.*** The siren sings a magical melody. Every mortal within 300 ft. of the siren that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 ft. away from the siren, the must move on its turn toward the siren by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's song for the next 24 hours.

Sphinxes

Sphinxes are the Theros equivalent to the old man atop a mountain. They are wells of wisdom and knowledge. However, they are unwilling to share the information to just anyone.

In order to learn a secret from a sphinx, you must prove yourself worthy by correctly answering a riddle the sphinx poses. Sphinxes are smart, and none pose the same riddles. Once a riddle is answered correctly, that riddle is unworthy of asking ever again, and the sphinx chooses a new riddle from its wealth of wit.

Sphinx Arbiter

A **sphinx arbiter** is an expert in making decisions. Given two or more choices, it weighs the pros and cons of each, and decides which choice is better.

Sphinx Arbiter

Large monstrosity, lawful neutral

Armor Class 17
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 18
Languages Common, Sphinx
Challenge 11 (7200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Inspired. At the beginning of the arbiter's turn, if it was arbitrating at any point since its last turn, it may take a bonus action to cast *manifest at random*, requiring no components or spell slots. If a creature is manifested this way, it is friendly to the arbiter.

Magic Weapons. The sphinx's weapon attacks are magical.

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Arbitrate. The sphinx closes its eyes and becomes still. It stays this way until it chooses a different action.

Sphinx Prognostic

A **sphinx prognostic** is an expert in predicting the likelihood of recovery from disease and ailments.

Sphinx Prognostic

Large monstrosity, lawful neutral

Armor Class 17
Hit Points 126 (12d10 + 60)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +11, Int +9, Wis +10
Skills Arcana +9, Perception +10, Religion +15, Medicine +10
Damage Immunities psychic, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 20
Languages Common, Sphinx
Challenge 9 (5000 XP)

Innate Spellcasting. The prognostic sphinx's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *identify*, *true strike*

3/day: *augury*, *detect poison or disease*, *locate animals or plants*

2/day: *divination*

1/day: *legend lore*, *scrying*

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Limited Magic Immunity. The sphinx can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The sphinx's weapon attacks are magical.

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 24 (2d10 + 3) slashing damage.

Sphinx Scholar

A **sphinx scholar** strives to extend the boundaries of its knowledge.

Sphinx Scholar

Large monstrosity, lawful neutral

Armor Class 17 (helmet)
Hit Points 180 (19d10 + 76)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +10, Int +9, Wis +10
Skills Arcana +9, Perception +10, Religion +15
Damage Immunities psychic, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 20
Languages Common, Sphinx
Challenge 8 (3900 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *detect evil and good*, *detect magic*

2nd level (3 slots): *lesser restoration*, *zone of truth*

3rd level (3 slots): *dispel magic*, *tongues*

4th level (3 slots): *banishment*, *freedom of movement*

5th level (2 slots): *flame strike*, *greater restoration*

6th level (1 slot): *heroes' feast*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Sphinx Striver

The **sphinx striver** represents a sphinx that has resolved to aid mortals in a time of divine doom.

Sphinx Striver

Large monstrosity, lawful neutral

Armor Class 17
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +11, History +11, Perception +7, Religion +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 17
Languages Common, Sphinx
Challenge 7 (2900 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (1 slot): *legend lore*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Crackler

Cracklers harness the powers of storms.

He calls upon both the currents in the sea and the current in the clouds.

Crackler

Medium humanoid (triton), neutral

Armor Class 15 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	16 (+3)	12 (+1)	19 (+4)

Saving Throws Dex +6, Int +6, Cha +7
Skills Arcana +6, Nature +6, Survival +4
Damage Resistances cold
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages Common, Primordial
Challenge 3 (700 XP)

Amphibious. The triton can breathe air and water.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with tritons. Tritons can communicate simple ideas with beasts that can breathe water. Those beasts can understand the triton's words, though the triton has no special ability to understand the beasts in return.

Innate Spellcasting. The crackling triton's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *fog cloud*, *gust of wind*, *wall of water*[EEPC]

Actions

Water Orb (Cantrip). Ranged Spell Attack: +7 to hit, range 120 ft., one creature. Hit: 13 (3d8) bludgeoning damage.

Lightning Orb (Cantrip). Ranged Spell Attack: +7 to hit, range 120 ft., one creature. Hit: 13 (3d8) lightning damage.

Choices are rarely as simple as they seem.

Dakra Mystic

Medium humanoid (triton), neutral

Armor Class 15 (blessings of the gods)
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +5, Cha +3
Skills Insight +5, Persuasion +3, Religion +5
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Common, Primordial
Challenge 1 (200 XP)

Amphibious. The triton can breathe air and water.

Blessings of the Gods. While the mystic is wearing no armor and wielding no shield, its AC includes its Wisdom modifier. In addition, a creature that hits the mystic with a melee attack while within 5 feet of it takes 9 (2d8) force damage.

Divine Influence. Just the mystic seeks insights from interpreting the divine, so too does Thassa occasionally seek to manipulate the world through the mystic . Sometimes Thassa might speak directly, be it with dramatic manifestations or direct possession of the mystic. Although Thassa's words might be steeped in metaphors, should she wish to make her intentions clear, she often finds dramatic ways to make her thoughts known.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with tritons. Tritons can communicate simple ideas with beasts that can breathe water. Those beasts can understand the triton's words, though the triton has no special ability to understand the beasts in return.

Innate Spellcasting. The mystic's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day: *fog cloud*, *gust of wind*, *wall of water*[EEPC]

Interpreter of Signs. The mystic possesses unparalleled experience in divining godly whims from cryptic visions and mundane forces.

Negotiate with Thassa. As an oracle of Thassa, the mystic is able to carry out negotiations between her clients and the goddess of the sea. Thassa is often willing to adjust her plans, provided the mystic collects payment in advance.

Actions

Eldritch Touch. Melee Spell Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) force damage.

Reactions

Divine Insight (3/Day). When the mystic or a creature it can see makes an attack roll, a saving throw, or an ability check, the mystic can cause the roll to be made with advantage or disadvantage.

Deepwater Hypnotist

"Watch the waves too long, and you may never look away."
—Meletian proverb

Deepwater Hypnotist

Medium humanoid (triton), neutral

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft., 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	12 (+1)	12 (+1)

Saving Throws Int +5, Wis +4
Skills Arcana +5, History +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Primordial, Any two other languages
Challenge 1/2 (100 XP)

Amphibious. The triton can breathe air and water.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with tritons. Tritons can communicate simple ideas with beasts that can breathe water. Those beasts can understand the triton's words, though the triton has no special ability to understand the beasts in return.

Innate Spellcasting. The deepwater hypnotist's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *hypnotic pattern*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Kiorist

Kiorists display loyalty to Kiora, a merfolk planeswalker.

"She may call herself Kiora but I believe she is Thassa, the embodiment of the sea and empress of the depths."

Kiorist

Medium humanoid (triton), neutral

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Religion +2
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 10
Languages Common, Primordial
Challenge 0 (10 XP)

Amphibious. The triton can breathe air and water.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with tritons. Tritons can communicate simple ideas with beasts that can breathe water. Those beasts can understand the triton's words, though the triton has no special ability to understand the beasts in return.

Innate Spellcasting. The kiora's follower's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *fog cloud*

Actions

Multiattack. The triton makes two trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage in melee.

Bow. The triton bows down to any creature that it can see. It remains in this position until a different action is used. As long as the triton is bowing to that creature, that creature may make an additional attack as a bonus action on its turn.

Shorethief

Shorethieves are the triton equivalent of a human fisherman, and exact their vengeance on those who steal from the sea.

> At sunrise, the Champion and her companions awoke to find their supplies gone and Brygus, their sentry, dead. Carefully arranged piles of ornamental shells gave a clear warning: go no further.
> —*The Theriad*

Shorethief

Medium humanoid (triton), any non-lawful alignment

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances cold
Senses darkvision 60 ft., passive Perception 10
Languages Common, Primordial
Challenge 1/8 (25 XP)

Amphibious. The triton can breathe air and water.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with tritons. Tritons can communicate simple ideas with beasts that can breathe water. Those beasts can understand the triton's words, though the triton has no special ability to understand the beasts in return.

Innate Spellcasting. The triton shorethief's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day: *fog cloud*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Triton Cavalry

The **triton cavalry** ride hippocamps.

> The tritons broke the surface, and the Nyxborn broke ranks.

Triton Cavalry

Medium humanoid (triton), neutral

Armor Class 18 (barnacle mail, shield)
Hit Points 25 (3d8 + 12)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	10 (+0)	11 (+0)	12 (+1)

Skills Athletics +4, Perception +2, Animal Handling +2
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 12
Languages Common, Primordial
Challenge 2 (450 XP)

Amphibious. The triton can breathe air and water.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with tritons. Tritons can communicate simple ideas with beasts that can breathe water. Those beasts can understand the triton's words, though the triton has no special ability to understand the beasts in return.

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Innate Spellcasting. The triton soldier's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *fog cloud*

Actions

Multiattack. The soldier makes two melee attacks.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage in melee, or 4 (1d6 + 1) piercing damage at range.

Triton Fortune Hunter

A **triton fortune hunter** is skilled at finding hidden treasures.

> "Thassa has blessed me with power and insight. I am careful not to disappoint her."

Triton Fortune Hunter

Medium humanoid (triton), neutral

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Athletics +4, Perception +2, Intimidation +3, Insight +2
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 12
Languages Common, Primordial
Challenge 1/2 (100 XP)

Amphibious. The triton can breathe air and water.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with tritons. Tritons can communicate simple ideas with beasts that can breathe water. Those beasts can understand the triton's words, though the triton has no special ability to understand the beasts in return.

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Heroic. Whenever the fortune hunter becomes the target of a spell, that spell's caster chooses whether the fortune hunter's darkvision extends to 120 feet until the end of its next turn.

Innate Spellcasting. The triton soldier's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *fog cloud*

Actions

Multiattack. The soldier makes two melee attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Wavecrasher

Wavecrashers manipulate the sea to hinder ship movement and even destroy ships.

Wavecrasher

Medium humanoid (triton), neutral

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft., 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	12 (+1)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Primordial, Any two other languages
Challenge 7 (2900 XP)

Amphibious. The triton can breathe air and water.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with tritons. Tritons can communicate simple ideas with beasts that can breathe water. Those beasts can understand the triton's words, though the triton has no special ability to understand the beasts in return.

Heroic. Whenever the triton becomes targeted by a spell, that spell's caster decides whether the triton may innately cast *tsunami* as a bonus action.

Innate Spellcasting. The triton wizard's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *fog cloud*, *gust of wind*, *wall of water*[EEPC]

Spellcasting. The triton is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The triton has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Immortals

Immortal creatures of Theros are immune to death. All of them have the following trait:

Immortal. The immortal can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Anvilwroughts

In the heart of his volcano forge, Purphoros hammers the nyx into the shapes of living creatures. These creatures can't speak, but they are valuable servants and agents.

Purphoros has shared his secrets with his disciples, so they are also able to craft anvilwroughts (though not quite as flawless).

Anvilwrought Bestiary

Anvilwrought Raptor

A massive flying seige machine, the **anvilwrought raptor** is a man-made creation, forged using the secrets Purphoros shared with his disciples.

> "I know its lightness, for I have seen it fly. I know its weight, for I have seen it strike."
> —Brigone, soldier of Meletis

Anvilwrought Raptor

Huge construct, unaligned

Armor Class 16 (natural armor)
Hit Points 34 (4d12 + 8)
Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	14 (+2)	3 (–4)	14 (+2)	1 (–5)

Skills Perception +4
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Understands the language of its creator but can't speak
Challenge 5 (1800 XP)

Charge. If the raptor moves at least 20 ft. straight toward a target and then hits it with a Beak or Talons attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

Constructed Resilience. The anvilwrought doesn't need to eat, drink, breathe, or sleep. Magic can't put it to sleep.

Immortal. The raptor can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Keen Sight. The raptor has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 20 (4d8 + 6) piercing damage.

Talons. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 20 (4d8 + 6) slashing damage.

Opaline Unicorn

The **opaline unicorn** crafted by Purphoros can channel mana to spellcasters.

Purphoros once loved Nylea, the god of the hunt. His passion inspired his most astounding works of art.

Opaline Unicorn

Large construct, lawful good

Armor Class 12
Hit Points 67 (9d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Understands Celestial but can't speak
Challenge 5 (1800 XP)

Charge. If the unicorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Constructed Resilience. The anvilwrought doesn't need to eat, drink, breathe, or sleep. Magic can't put it to sleep.

Immortal. The unicorn can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Sentry's Rest. When the unicorn takes a long rest, it must spend at least six hours in an active, motionless state, rather than sleeping. In this state, the unicorn appears inert, but the rest doesn't render it unconscious, and it can see and hear as normal.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft ., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Horn. Melee Weapon Attack: +7 to hit, reach 5 ft ., one target. Hit: 8 (1d8 + 4) piercing damage.

Restore Spell Slot. The unicorn touches a creature with its horn and restores one of that creature's level 1 spell slots.

Anvilwrought NPCs

The anvilwrought golems are crafted by Purphoros Himself.

Anvilwrought Golem

Purphoros's servants in his forge are **anvilwrought golems**. They have the following traits:

> All the world is Purphoros's anvil.

Anvilwrought Golem

Large 3rd-level transmutation construct, unaligned

Armor Class 20 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (–1)	20 (+5)	3 (–4)	11 (+0)	1 (–5)

Damage Immunities fire, poison, psychic, bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Understands Celestial but can't speak
Challenge 12 (8400 XP)

Constructed Resilience. The anvilwrought doesn't need to eat, drink, breathe, or sleep. Magic can't put it to sleep.

False Appearance. While the golem remains motionless, it is indistinguishable from a normal statue.

Immortal. The golem can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Immutable Form. The golem is immune to any spell or effect that would alter its form except Purphoros's hammer.

Magic Weapons. The golem's weapon attacks are magical.

Sentry's Rest. When the golem takes a long rest, it must spend at least six hours in an active, motionless state, rather than sleeping. In this state, the golem appears inert, but the rest doesn't render the it unconscious, and it can see and hear as normal.

Spell Nature. In addition to being a creature, the golem is a 3rd-level divine transmutation spell with no target.

Starlight Form. The golem glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Warhammer. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) bludgeoning damage.

Archons

Long ago, Theros was ruled by the archons. They still exist, and many expect they will someday rise against the mortals again.

Archons ride into battle on winged lions, winged bulls, and flying chariots. The archons believe themselves greater than the other races of Theros, and due to their air of confidence are able to solicit worship from cults.

Ornitharch

The subject of a cult, the **ornitharch** is able to summon a flock of birds.

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more archon cultists might be nearby who will pay tribute.
- One or more aerie worshipers might be nearby who will worship the ornitharch's summoned doves.
- A quest goal might involve securing a dove.
- A quest goal might involve vanquishing the archon.
- The archon might be helpful in vanquishing a nearby foe.

Ornitharch

Medium celestial, lawful neutral

Armor Class 18 (plate)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	17 (+3)	15 (+2)	21 (+5)	17 (+3)

Saving Throws Wis +8, Cha +6, Str +6, Con +6
Skills Insight +8, Perception +8, History +5, Animal Handling +8
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 18
Languages all
Challenge 5 (1800 XP)

Demand Tribute. Immediately after initiative rolls in which the ornitharch participates, it demands tribute from a creature it can see. That creature may bow, genuflect, salute, or perform a similar gesture as a bonus action.

If tribute is paid: Until the end of combat, the ornitharch gains a +2 bonus to damage rolls and Strength and Dexterity checks, and 9 (2d8) temporary hit points.

If tribute isn't paid: The ornitharch summons 9 (2d8) **doves** that appear in unoccupied spaces that the ornitharch can see within 120 feet of itself. The summoned doves act as allies to their summoner and its allies.

Immortal. The ornitharch can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The ornitharch's innate spellcasting ability is Charisma (spell save DC 13, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *true strike*

3/day: *animal messenger*, *conjure animals* (**doves**), *speak with animals*

Pilot. If the ornitharch isn't controlling a vehicle, it can use a bonus action to magically teleport into its vehicle, provided the ornitharch and its vehicle are on the same plane of existence. When it teleports, the ornitharch appears in the vehicle, along with any equipment it is wearing or carrying. While controlling the vehicle and not incapacitated, the ornitharch can't be surprised, and both it and its vehicle have advantage on Dexterity saving throws. If the ornitharch is reduced to 0 hit points while controlling its vehicle, the vehicle is reduced to 0 hit points as well.

Vehicle Proficiency. The ornitharch has proficiency with flying vehicles.

Actions

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Silent Sentinel

A **silent sentinel** resurrects spirits of the dead to help it serve justice.

> It serves a justice higher than the whims of the gods.

Silent Sentinel

Medium celestial (archon), lawful good

Armor Class 18 (plate)
Hit Points 178 (17d8 + 102)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	22 (+6)	15 (+2)	19 (+4)	18 (+4)

Saving Throws Str +9, Con +11, Wis +9, Cha +9
Skills History +7, Insight +9, Perception +9
Damage Immunities thunder
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 19
Languages All, but chooses to remain silent
Challenge 8 (3900 XP)

Immortal. The sentinel can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Justice for the Fallen. Immediately after the sentinel attacks, roll a d100. The number rolled determine the effect:

d100	Effect
1-48	No effect.
50-85	The sentinel summons a **hopeful eidolon**.
86-99	The sentinel summons a **ghostblade eidolon**.
100	The sentinel summons a **battle eidolon**.

A creature is summoned this way acts as an ally to the archon and to other creatures the archon summons.

Mount. If the sentinel isn't mounted, it can use a bonus action to magically teleport onto the creature serving as its mount, provided the sentinel and its mount are on the same plane of existence. When it teleports, the sentinel appears astride the mount, along with any equipment it is wearing or carrying. While mounted and not incapacitated, the sentinel can't be surprised, and both it and its mount have advantage on Dexterity saving throws. If the sentinel is reduced to 0 hit points while riding its mount, the mount is reduced to 0 hit points as well.

Actions

Ashen Blade. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus 13 (2d12) radiant damage.

Bolt of Ash. Ranged Spell Attack: +9 to hit, range 120 ft., one creature. Hit: 22 (4d10) necrotic damage, and the target can't regain hit points until the start of the sentinel's next turn.

Demons

The demons of Theros are of uncertain origin.

Abhorrent Overlord

A **abhorrent overlord** rules over a flock of cultist harpies-- or rather, farms them.

Abhorrent Overlord

Large fiend (demon), lawful evil

Armor Class 17 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	22 (+6)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +9, Cha +6
Skills Deception +6, Intimidation +6, Persuasion +6
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 9 (5000 XP)

Better Things to Do. At the beginning of its turn, the demon moves up to its speed and eats a willing harpy. If it can't, it spends its turns trying to isolate itself from as many creatures possible.

Flock of Harpies. When the demon first appears, it is surrounded by 7 (2d6) **harpy cultists** that are friendly to one another and to the demon.

Immortal. The demon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Insatiable Greed. The demon can sense the presence of gold within 1,000 feet of itself. It can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, it knows the direction of the movement. It can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between it and the gold.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The demon makes two attacks with its claws.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 7 (2d6) necrotic damage.

Hope Eater

A **hope eater** thrives on the despair of others. The eaters of hope are venerated by cultists, who readily sacrifice themselves to it.

> Gods can be appeased. Demons, however . . .

Hope Eater

Large fiend (demon), lawful evil

Armor Class 17 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +9, Cha +8
Skills Deception +8, Intimidation +8, Persuasion +8
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 14 (11500 XP)

Eat Hope. As a bonus action, the demon may eat the soul of a willing creature. That creature dies, and its soul is destroyed. The demon regains all its hit points.

Extinguish Life. As a bonus action, the demon may eat the souls of two willing creatures. Those creatures die, and their souls are destroyed. The demon targets a creature it can see within 60 feet and casts *power word kill* on it.

Immortal. The demon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Insatiable Greed. The demon can sense the presence of gold within 1,000 feet of itself. It can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, it knows the direction of the movement. It can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between it and the gold.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The demon makes two attacks with its claws.

Claws. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage plus 7 (2d6) necrotic damage.

Eidolons

Eidolons are the soul spirits of the Returned that are released when the Returned lose their identity. Since eidolons have no body, they have no brain, rendering them nonsentient, an effective equivalent to an immortal, ethereal jellyfish.

> "When a dead person escapes the Underworld, that person loses all identity and becomes one of the faceless Returned. But in this process of severing the physical body from the "soul," an eidolon is also created. An eidolon is the spectral embodiment of the lost identity, but without its body, it has no agency. Unlike the Returned, it has no sense of what it lost. The Returned and its severed eidolon are never reunited, nor are they aware of one another's existence."
>
> —Excerpt from *Observations and Metaphysics*

Baleful Eidolon

A dangerous, menacing soul.

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

Baleful Eidolon

Medium undead, any alignment

Armor Class 14
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 1 (200 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Consume Life. As a bonus action, the eidolon can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the eidolon regains 10 (3d6) hit points.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 4) necrotic damage. The eidolon regains life equal to that amount.

Battle Eidolon

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

Battle Eidolon

Medium undead, any alignment

Armor Class 18 (plate)
Hit Points 4 (1d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 1 (200 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Motivated by Allies. For every allied creature within 30 feet of the eidolon (including itself), the eidolon gets a +1 damage roll bonus and 4 (1d8) temporary hit points.

Motivated by Magic. For every spell within 30 feet of the eidolon, the eidolon gets a +1 damage roll bonus and 4 (1d8) temporary hit points.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Blossom Eidolon

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

The emotional echoes of dryad gatherings attract lost souls.

Blossom Eidolon

Medium undead, any alignment

Armor Class 14
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 0 (25 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Dryad Seeker. If the eidolon is within 300 feet of a dryad that isn't incapacitated and the eidolon isn't deafened, it spends its turns trying to get within 5 feet of a dryad, moving toward the nearest one.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Eidolon of Daxos

Eidolons of Daxos are spirits who trail the returned Daxos. They are weak alone, but as their numbers grow, so does their power.

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

Eidolon of Daxos

Medium undead, any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	10 (+0)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 1/8 (25 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Motivated by Eidolons. For every eidolon within 30 feet of the eidolon (including itself), the eidolon gets a +1 damage roll bonus and 4 (1d8) temporary hit points.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Unarmed Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 + -1) bludgeoning damage.

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

Xenagos reveled while Theros burned.

Eidolon Reveler

Large undead, unaligned

Armor Class 14
Hit Points 15 (2d10 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4, Performance +2, Acrobatics +4
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, fire
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 12
Languages Common, Sylvan
Challenge 3 (700 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Fire Aura. At the start of each of the eidolon's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the eidolon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Illumination. The eidolon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The eidolon makes two attacks.

Fiery Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) fire damage.

Reactions

Pyromania. When any creature casts a cantrip or spell 3rd-level or lower, the eidolon deals 9 (2d8) fire damage to that spell's caster.

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

Everflame Eidolon

Medium undead, any alignment

Armor Class 14
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +8
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, fire
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 4 (1100 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Evasion. If the eidolon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the eidolon instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Fire Aura (Ignited Only). At the start of each of the eidolon's turns, if the eidolon is ignited, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the eidolon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Ignited Illumination. As a bonus action, the eidolon can set itself ablaze or extinguish its flames. While ablaze, the eidolon sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The eidolon makes two melee attacks. Immediately before or after one of its attacks, it can use Flitterstep if it is available.

Flickering Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 3 (1d6) psychic damage.

Flitterstep (Recharge 5–6). The eidolon magically teleports to an unoccupied space it can see within 30 feet of it. If it makes an attack immediately after teleporting, it has advantage on the attack roll.

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

Flitterstepper

Medium undead, any alignment

Armor Class 14
Hit Points 44 (8d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +8
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 3 (700 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Evasion. If the eidolon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the eidolon instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The eidolon makes two melee attacks. Immediately before or after one of its attacks, it can use Flitterstep if it is available.

Flickering Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 3 (1d6) psychic damage.

Flitterstep (Recharge 5–6). The eidolon magically teleports to an unoccupied space it can see within 30 feet of it. If it makes an attack immediately after teleporting, it has advantage on the attack roll.

Ghostblade Eidolon

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

Ghostblade Eidolon

Medium undead, any alignment

Armor Class 12
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Acrobatics +5, Athletics +6, Perception +4
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 14
Languages The languages it knew in life
Challenge 5 (1800 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The eidolon makes two ghostblade attacks.

Ghostblade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) slashing damage plus 11 (2d10) force damage.

Hopeful Eidolon

A **hopeful eidolon** sees hope in every life, an opportunity it takes.

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

Hopeful Eidolon

Medium undead, any alignment

Armor Class 14
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 1 (200 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 4) necrotic damage. The eidolon regains life equal to that amount.

Rhetoric Eidolon

Suspended State. Whatever the deceased was doing when it died determines what its eidolon does. If it died fighting, it continues to fight. If it died hungry, it continues trying to sate its eternal hunger.

It is the soul of a philosopher who died of starvation contemplating the universe.

Rhetoric Eidolon

Medium undead, any alignment

Armor Class 14
Hit Points 7 (1d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Wis +3
Skills Perception +3, History +2, Insight +3, Religion +2
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 0 (25 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Innate Spellcasting. The eidolon's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *vicious mockery*, *confusion*, *enthrall*

Magic Weapons. The eidolon's weapon attacks are magical.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Anima Mundi

The most stoic philosophers and animists of Theros tend to recognize Theros itself as the one true god. The **anima mundi**, or soul of Theros, joins battle by manifesting an avatar in the form of a giant hoplite. Because the worldsoul is as immortal as the plane itself, any avatar it uses is expendable.

Anima Mundi

Gargantuan celestial (avatar), lawful good

Armor Class 18 (plate)
Hit Points 990 (60d20 + 360)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	22 (+6)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +14, Dex +14
Damage Resistances radiant
Senses truesight 120 ft., passive Perception 12
Languages All
Challenge 27 (105000 XP)

Blessing of Theros. As a bonus action on its turn, the avatar chooses any number of creatures on Theros. Until the beginning of the avatar's next turn, those creatures each get a +2 bonus to Strength and Dexterity checks and damage rolls, gain 4 (1d8) temporary hit points, and have advantage on attack rolls. For every point of damage dealt by those creatures until the avatar's next turn, it regains 1 hit point.

Vigilant. The avatar can't be surprised.

Actions

Multiattack. The avatar makes three melee attacks.

Shield Bash. Melee Weapon Attack: +14 to hit, reach 5 ft., one creature. Hit: 36 (12d4 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Spear. *Melee or Ranged Weapon Attack:* +14 to hit, reach 50 ft. or range 150/300 ft., one target. *Hit:* 48 (12d6 + 6) piercing damage.

Reactions

Last Hope. As the avatar dies, it may take a reaction to use its Blessing of Theros trait.

Hags

Hags are decrepit old women that live in covens. They excel in arcane rituals and often are cult-driven.

Cronemouth Hag

The **cronemouth hags** share a single **hag tongue**.

Cronemouth Cove in the midst of perpetual doldrums and holds a known gate to the Underworld. It is guarded by a coven of sea hags who share a single tongue that is perpetually trying to escape from their clutches, wriggling out of reach with a mind of its own.

Cronemouth Hag

Medium fey, chaotic evil

Armor Class 14
Hit Points 52 (7d8 + 21)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses darkvision 60 ft., passive Perception 11
Languages Understands Common, Giant, and Primordial but can't speak
Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Hag Tongue (Coven Only). A hag coven can craft a magic creature called a hag tongue (see the hag tongue stat block), which is made from a real tongue and has a life of its own. A hag in the coven can take an action to put the tongue in her mouth and let it speak what the tongue would say. If it is destroyed, each coven member takes 3d10 psychic damage.

A hag coven can have only one hag tongue at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and it includes an incantation that must be spoken by another creature. During the ritual, if the participants take any action other than performing the ritual, they must start over.

Horrific Appearance. Any mortal that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Immortal. The hag can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

Starlight Form. The hag glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Immortalized

Through divine or arcane magic, a mortal can achieve immortality. Immortality, however, is lost if an individual is forgotten by all history and memory.

Aegis of the Gods

Athreos cares little for the other gods' conflict with mortals. He is concerned only with safe passage for the dead.

Aegis of the Gods

Medium humanoid (human), any alignment

Armor Class 18 (plate, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +4, Dex +5
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Blessing of Athreos. The soldier and creatures it chooses can't be targeted by spells unless they choose to be.

Immortal. The soldier can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Starlight Form. The soldier glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The soldier makes three melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shield Bash. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Blind Brawler

Blind Brawler

Medium humanoid (human), any alignment

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	9 (–1)	11 (+0)	9 (–1)

Senses blindsight 0 ft. (can't see beyond this radius), passive Perception 10
Languages Common
Challenge 2 (450 XP)

Blind Senses. The brawler can't use its blindsight while deafened and unable to smell.

Immortal. The brawler can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The brawler's weapon attacks are magical.

Reckless. At the start of its turn, the brawler can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Starlight Form. The brawler glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The archetype makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Brain Maggot

Tiny beast, unaligned

Armor Class 8 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 1 in., climb 1 in.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	1 (–5)	12 (+1)	1 (–5)	1 (–5)	1 (–5)

Skills Stealth +3
Condition Immunities blinded, charmed, frightened, paralyzed
Senses blindsight 0 ft. (can't see beyond this radius), passive Perception 5
Languages —
Challenge 0 (100 XP)

Amphibious. The maggot can breathe air and water.

Immortal. The maggot can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The maggot's weapon attacks are magical.

Parasite. The maggot attaches itself to a host that comes into contact with its previous host's corpse. A DC 10 Wisdom (Perception) check is enough to see and avoid the maggot.

The maggot latches onto a host with its jaws, though it uses numbing chemicals to prevent its detection. If the maggot goes unnoticed, it burrows into the host's flesh. Within 4 hours, the maggot reaches the host's brain.

The host must succeed on a DC 15 Constitution saving throw every 4 hours or take 3 (1d6) magical psychic damage and the host's Intelligence, Wisdom and Charisma scores are reduced by 1 point. The reduction lasts until the host's brain is healed. If the host's Intelligence drops to 1, it goes unconscious. If its intelligence drops to 0, it dies.

A subcutaneous maggot can be knocked out by applying fire for 3 turns to the point of entry, causing a combined 13 (3d8) fire damage to the host, or removed by succeeding on a DC 15 Wisdom (Medicine) check and cutting the maggot out with a sharp instrument, causing an additional 14 (4d6) piercing damage to the host. A greater restoration or heal spell will knock out the maggot, ending the infestation and restoring the lost Intelligence, Wisdom, and Charisma.

Starlight Form. The maggot glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

The **courser of Kruphix** is endowed with Kruphix's divining sight.

Courser of Kruphix

Medium fey (centaur), chaotic neutral

Armor Class 16 (breastplate)
Hit Points 34 (4d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Con +6
Skills Athletics +4, Perception +5, Survival +3, Nature +2
Senses passive Perception 15
Languages Common, Sylvan
Challenge 3 (700 XP)

Battle Readiness. The courser has advantage on initiative rolls.

Charge. If the courser moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The centaur counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Gift of Kruphix. The centaur can innately see the shape and nature of terrain up to 4 miles away from itself, ignoring all obstructions.

Immortal. The centaur can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Improved Critical. The courser's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Starlight Form. The centaur glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The courser makes two attacks.

Hooves. Melee Weapon Attack: +4 to hit, one target. Hit: 8 (1d4 + 6) bludgeoning damage.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Cursed Cyclops

Eternal fury consumes a **cursed cyclops**.

"The anger that festers inside this one is contagious."
—Anthousa of Setessa

Cursed Cyclops

Gargantuan giant, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 405 (30d20 + 90)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	8 (–1)	6 (–2)	10 (+0)

Senses passive Perception 8
Languages Giant
Challenge 16 (15000 XP)

Battle Readiness. The cyclops has advantage on initiative rolls.

Contagious Anger. Creatures that aren't hostile to the cyclops that can see it have advantage on initiative rolls.

Immortal. The cyclops can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The cyclops's weapon attacks are magical.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Starlight Form. The cyclops glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The cyclops makes two tree attacks.

Tree. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 49 (10d8 + 4) bludgeoning damage.

Gnarled Scarhide

The **gnarled Scarhide** is a veteran warrior of the Scarhide clan. In battle, it lost an arm and a horn. By all logic, it should have died, but Mogis wasn't finished with him yet and kept him alive.

Gnarled Scarhide

Medium humanoid (minotaur), any alignment

Armor Class 10
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Common, Minotaur
Challenge 1/8 (25 XP)

Gnarled. The minotaur can't make opportunity attacks.

Immortal. The minotaur can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Resistance. The minotaur has advantage on saving throws against spells and other magical effects.

Magic Weapons. The minotaur's weapon attacks are magical.

Starlight Form. The minotaur glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Horn. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage, and it can use a bonus action to attempt to shove that target with its horn. The target must be within 5 feet of the minotaur and no more than one size larger than it. Unless the target succeeds on a DC 12 Strength saving throw, the minotaur pushes it up to 10 feet away from the minotaur.

Reactions

Goring Rush. Immediately after the minotaur uses the Dash action on its turn and moves at least 20 feet, it can make one melee attack with its horn as a bonus action.

Hag Tongue

A hag coven can craft a magic item called a **hag tongue**, which is made from a real tongue. When placed in a hag's mouth, it begins to speak. It generally is cooperative as long as it's inside a mouth. Once taken out, it helplessly squirms around like a fish out of water. Its amorphous nature makes it very difficult to hold onto.

Hag Tongue

Tiny construct (homunculus), unaligned

Armor Class 10
Hit Points 1 (1d4 – 1)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	8 (–1)	1 (–5)	1 (–5)	1 (–5)

Senses blindsight 0 ft., passive Perception 5
Languages Common, Giant, Primordial
Challenge 0 (25 XP)

Amorphous. The tongue can move through a space as narrow as 1 inch wide without squeezing.

Hag Tongue. The tongue can't speak if it's not inside a hag's mouth.

Immortal. The tongue can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Slippery. The tongue has advantage on ability checks and saving throws made to escape a grapple.

Speak. If the tongue is inside a hag's mouth, it may use an action to speak.

Immortal Astronomer

An **immortal astronomer** is blessed by Ephara. Its blessing extends to his allies.

Immortal Astronomer

Medium humanoid (human), any alignment

Armor Class 12
Hit Points 40 (9d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Common
Challenge 7 (2900 XP)

Blessing of Ephara. Allies of the astronomer that it can see within 120 ft. have a flying speed equal to their walking speed or their current flying speed, whichever is greater. As long as the astronomer can see any non-allies within 120 ft., their flying speed (if any) is reduced to 0 and cannot increase.

Immortal. The astronomer can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The astronomer's weapon attacks are magical.

Spellcasting. The astronomer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The astronomer has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *light*, *minor illusion*

1st level (4 slots): *comprehend languages*, *identify*, *illusory script*, *shield*

2nd level (3 slots): *continual flame*, *silent image*

3rd level (3 slots): *clairvoyance*, *fly*, *major image*

4th level (3 slots): *arcane eye*, *ice storm*

5th level (1 slot): *contact other plane*

Starlight Form. The astronomer glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Immortal Boar

An **immortal boar** is a wild boar blessed by Nylea. Its blessing extends to its allies.

"Despite its fearsome stature, it is as elusive as a shadow, circling round to stalk those who presume to hunt it."
—*Born of the Gods*

Immortal Boar

Large beast, unaligned

Armor Class 12
Hit Points 42 (5d10 + 15)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (–4)	7 (–2)	5 (–3)

Senses passive Perception 8
Languages —
Challenge 3 (700 XP)

Blessing of Nylea. Other boars within 120 feet of the boar that it can see have the boar's Limited Magic Immunity ability. As long as the boar can see any non-boar within 120 ft., that creature does not have the Limited Magic Immunity ability and cannot gain it.

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Immortal. The boar can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Limited Magic Immunity. The boar can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The boar's weapon attacks are magical.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it drops to 1 hit point instead.

Starlight Form. The boar glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Immortal General

The **immortal general** is a human soldier blessed by Iroas. Its blessing extends to his allies. It has the following traits:

> "It has been my experience that soldiers most fervently follow generals who lead by example."
> —Elspeth

Immortal General

Medium humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +5
Condition Immunities frightened
Senses passive Perception 12
Languages Common
Challenge 4 (1100 XP)

Blessing of Iroas. Allies of the soldier that it can see within 120 ft. have the soldier's Hold the Line ability. As long as the soldier can see any non-allies within 120 ft., they do not have the Hold the Line ability and cannot gain it.

Hold the Line. While the soldier is holding a spear, other creatures provoke an opportunity attack from the soldier when they move within 5 feet of it. When the soldier hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Immortal. The soldier can't die. If it would die, it falls unconscious instead.

Magic Weapons. The soldier's weapon attacks are magical.

Starlight Form. The soldier glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The soldier makes three melee attacks or two ranged attacks.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Immortal Gorgon

An **immortal gorgon** is a gorgon blessed by Pharika. Her blessing extends to her allies.

She sees mortals not as they wish to be, but as what they will become.

Immortal Gorgon

Medium monstrosity (medusa), lawful evil

Armor Class 15
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5, Medicine +4
Senses darkvision 60 ft., passive Perception 14
Condition Immunities Petrification
Languages Common
Challenge 7 (2900 XP)

Immortal. The immortal can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Resistance. The gorgon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The gorgon's weapon attacks are magical.

Petrifying Visage. As soon as a creature within 30 feet of the gorgon sees the gorgon's face, it may make a DC 14 Constitution saving throw. On a success, that creature may use a reaction to shield its eyes or avert them. If the saving throw fails by 5 or more, or if the creature is unable to react, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is unpetrified by a god.

If the gorgon, while in some mortal state, sees its own face reflected on a polished surface within 30 ft. of it and in an area of bright light, the gorgon is, due to its curse, affected by its own visage.

This trait has no effect if the gorgon's face is not its normal flesh state. The trait remains active even if the gorgon is incapacitated, killed, and even beheaded.

Provide Diversion. Allies of the gorgon that it can see within 120 ft. can use a bonus action on their turn to do the following:

- ***Diversion.*** The allied creature points, cocks its head, or some other gesture to try to get other creatures to look away and look instead at the gorgon. Each creature that can see the ally must succeed on a DC 15 Wisdom saving throw or look at the gorgon.

As long as the gorgon can see any non-allies within 120 ft., they do not have the Diversion ability and cannot gain it.

Starlight Form. The immortal glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The gorgon makes either three melee attacks—one with its snake hair, one to constrict, and one with its shortsword—or two ranged attacks with its longbow.

Constrict. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 7 (2d6) bludgeoning damage, and the target is grappled (escape DC 11) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the gorgon can't constrict another target.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Immortal Hulk

An **immortal hulk** is a human warrior blessed by Purphoros. Its blessing extends to his allies. It has the following traits:

"Did Purphoros bless Maikal because of his rage? Or did Maikal's rage blossom after he'd been blessed? Only the gods know."
—Eocles, oracle of Purphoros

Immortal Hulk

Medium humanoid (human), chaotic neutral

Armor Class 13
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Senses passive Perception 10
Languages Common
Challenge 3 (700 XP)

Blessing of Purphoros. Allies of the warrior that it can see within 120 ft. have the warrior's Trample ability. As long as the warrior can see any non-allies within 120 ft., they do not have the Trample ability and cannot gain it.

Immortal. The warrior can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The warrior's weapon attacks are magical.

Starlight Form. The warrior glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Trample. The warrior can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with its unarmed strike. That creature must succeed on a DC 13 Strength saving throw or be knocked prone. If the creature succeeds, the warrior can't enter that space and must end its turn immediately. If the warrior stops on top of that creature, that creature becomes restrained until the warrior moves off it (escape DC 13).

Actions

Multiattack. The warrior makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 bludgeoning damage.

Immortal Spider

Immortal Spider

Tiny beast, unaligned

Armor Class 16 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	16 (+3)	1 (–5)	10 (+0)	2 (–4)

Skills Stealth +4
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 0 (10 XP)

Immortal. The spider can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The spider's weapon attacks are magical.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Starlight Form. The spider glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

An **immortal war priest** is a war priest blessed by Heliod.

Immortal War Priest

Medium humanoid (human), any alignment

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages Common, Any one language
Challenge 10 (5900 XP)

Immortal. The priest can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The priest's weapon attacks are magical.

Spellcasting. The priest is a 9th-level spellcaster. The priest's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrip (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slots): *flame strike*, *mass cure wounds*, *hold monster*

Starlight Form. The priest glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. While the priest is in any of Theros's three realms, it can magically convey what it senses to Heliod.

Actions

Multiattack. The priest makes three weapon attacks. It can replace one weapon attack with *sacred flame*.

Spear. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Reactions

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Lamia

A **lamia** is a woman cursed with immortality. Her body is a shapeshifting conglomeration of animal parts, except for her head, neck, chest, and breasts which alway remain in their original beautiful female form, though her eyes are ripped out of their sockets. She is the stuff of nightmares, and preys on children who won't go to sleep.

> Some predators can sense fear in their prey, but the lamia is drawn to madness.

Lamia

Medium monstrosity (shapechanger), chaotic evil

Armor Class 12 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 125 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	11 (+0)	11 (+0)	20 (+5)

Skills Persuasion +7, Intimidation +7
Condition Immunities blinded
Senses blindsight 30 ft. (can't see beyond this radius), passive Perception 10
Languages Common
Challenge 4 (1100 XP)

Blood Frenzy. The lamia has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Blind Senses. The lamia can't use its blindsight while deafened and unable to smell.

Immortal. The lamia can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Resistance. The lamia has advantage on saving throws against spells and other magical effects.

Magic Weapons. The lamia's weapon attacks are magical.

Rend Thoughts. On the lamia's turn, if the lamia is within 5 feet of at least one other lamia, each of those lamias may each take a bonus action to expend one spell slot of a creature that lamia can reach.

Shapechanger. The lamia can use its action to change the appearance of its body, arms, legs, or tail to resemble that of a beast it has seen. Its head, neck, chest, and breasts always remain their original form-- a beautiful female human. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Starlight Form. The lamia glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage and 15 (4d4 + 5) psychic damage.

Perplexing Chimera

A **perplexing chimera** is a chimera with no back end, only two front ends. Each end of it has the head of a mastiff, the talons of an eagle, and the mane of a lion. Its heads are in a constant power struggle against one another.

Perplexing Chimera

Huge aberration, unaligned

Armor Class 12
Hit Points 123 (13d12 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	3 (–4)	6 (–2)	7 (–2)

Skills Perception +1
Senses passive Perception 11
Languages —
Challenge 4 (1100 XP)

Immortal. The chimera can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Internal Power Struggle. The chimera can't attack the same target two turns in a row or move the same direction two turns in a row.

Keen Hearing and Smell. The chimera has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Weapons. The chimera's weapon attacks are magical.

Starlight Form. The chimera glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Two Heads. The chimera has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The chimera makes two attacks against a single target: one with its bite and one with its talons.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Riptide Chimera

A **riptide chimera** is a creature with a bear's body, the heads of a shark and a piranha, crab claws, bat wings, and a tail of jellyfish tentacles.

"I want one."
—Kiora

Riptide Chimera

Large monstrosity, unaligned

Armor Class 11 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 10 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	1 (–5)	10 (+0)	4 (–3)

Skills Perception +2
Damage Immunities poison
Condition Immunities paralyzed, poisoned
Senses passive Perception 12
Languages —
Challenge 5 (1800 XP)

Amphibious. The chimera can breathe air and water.

Blood Frenzy. The chimera has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Immortal. The chimera can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The chimera's weapon attacks are magical.

Minor Stings. At the start of each of its turns, the chimera deals 5 (1d10) poison damage to any creature within 5 ft. of it.

Multiheaded. The chimera can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Starlight Form. The chimera glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The chimera makes five attacks: two with its bite, one with its claw, and one with its tentacles.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 11). The chimera has two claws, each of which can grapple only one target.

Tentacles. Melee Weapon Attack: +2 to hit, reach 10 ft., one creature. Hit: 5 (1d10) poison damage and the creature must make a DC 16 Constitution saving throw. On a failed save, it is paralyzed until the start of its next turn. On a successful save, it isn't paralyzed but its movement is halved until the start of its next turn.

Satyr Firedancer

A **satyr firedancer** fueled by immortality is a sure-fire way to turn up the heat at any of Xenagos's revels.

Satyr Firedancer

Medium fey (satyr), chaotic evil

Armor Class 14 (natural armor)
Hit Points 4 (1d8 + 0)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	14 (+2)

Skills Acrobatics +3, Performance +5, Persuasion +4
Damage Resistances fire
Senses passive Perception 10
Languages Common, Sylvan, Any one language
Challenge 11 (7200 XP)

Immortal. The satyr can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The entertainer's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *vicious mockery*

2/day: *charm person*, *detect magic*, *healing word*, *thunderwave*

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Magic Resistance. The entertainer has advantage on saving throws against spells and other magical effects.

Magic Weapons. The firedancer's weapon attacks are magical.

Starlight Form. The satyr glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Whirling Flame. The satyr swings an iron chain in circles with a torch on the end. The chain is 10 feet long and makes one full oscillation per round. The satyr can use an action on its turn to alternate the range to between 5 or 10 feet. The torch deals 18 (4d8) fire damage to every object that it comes within 5 feet of. If the chain itself strikes any target, it restrains that target (escape DC 20), and the satyr drops the chain. If the restrained target is flammable, it ignites. If the satyr drops the chain while swinging it, the torch moves in a straight line for 20 feet and drops.

Actions

Ram. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. It can't ram while it's swinging its chain.

Nymphs

Spirits on Theros aren't always of mortal origin. Every mountain, river, grove, valley, and other natural feature has its own immortal soul. These spirits are called nymphs, and they wander freely, mingling with mortals for better or for worse. The nymphs described in this chapter are grouped according to their type.

Alseids

Alseids are spirits of small groves. They enjoy frolicking in open areas, enjoying the sunshine and whatever nature they can find. Farmers planting fields will plant shade trees amid their crops, and alseids are known to protect their fields from harm. Orchards are also protected by alseids.

Harvest Guard

Harvest guards are a farmer's boon. These alseids understand the importance of a fruitful harvest and go out of their way to protect crops, fields, and orchards from anything that would destroy or steal their fruits.

> Not all shields are forged of iron or bronze.

Harvest Guard

Medium fey (nymph, alseid), chaotic good

Armor Class 15 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	12 (+1)	13 (+1)	14 (+2)	18 (+4)

Skills Persuasion +6, Perception +4
Damage Resistances radiant
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 14
Languages Sylvan, Common
Challenge 2 (450 XP)

Guard. If any creature, object, or structure is within 5 feet of at least two alseids including this one, that creature is resistant to all types of damage.

Hide in Plain Sight. The alseid has advantage on Dexterity (Stealth) checks made to hide while it is in grassland.

Immortal. The alseid can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The alseid's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day: *cure wounds*, *charm person*, *sleep*

1/day: *calm emotions*, *lesser restoration*, *plant growth*

Magic Weapons. The alseid's weapon attacks are magical.

Starlight Form. The alseid glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The alseid makes two radiant touch attacks.

Radiant Touch. Melee Spell Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d10 + 1) radiant damage.

Watcher Alseid

The **watcher alseid** stands as sentinel in a field, treasuring not only the plants but also the wildlife.

Watcher Alseid

Medium fey (nymph), chaotic good

Armor Class 15 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	13 (+1)	14 (+2)	18 (+4)

Skills Persuasion +6, Perception +4
Damage Resistances radiant
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 14
Languages Sylvan, Common
Challenge 2 (450 XP)

Hide in Plain Sight. The alseid has advantage on Dexterity (Stealth) checks made to hide while it is in grassland.

Immortal. The alseid can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The alseid's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day: *cure wounds*, *charm person*, *sleep*

1/day: *calm emotions*, *lesser restoration*, *plant growth*

Magic Weapons. The alseid's weapon attacks are magical.

Speak with Beasts and Plants. The alseid can communicate with beasts and plants as if they shared a language.

Starlight Form. The alseid glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Vigilant. The alseid can't be surprised.

Actions

Multiattack. The alseid makes two radiant touch attacks.

Radiant Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) radiant damage.

Caryatids

Caryatids are guardian nymphs that, for the most part, stay in one place, functioning as a support for a building. While acting as a support pillar, the caryatids are motionless. When the building they support becomes threatened, they come to life and defend it.

Marble Caryatid

Marble caryatids are shaped with armor and weapons. They are especially good at combat.

> Just because a temple has no guards doesn't mean it's undefended.

Marble Caryatid

Huge construct (nymph), lawful good

Armor Class 16 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (–1)	17 (+3)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, necrotic, radiant
Senses passive Perception 13
Languages Understands Common, Druidic, and Sylvan but cannot speak
Challenge 5 (1800 XP)

Animated Nature. The caryatid is animated by a transmutation spell. If that spell is dispelled, the caryatid becomes incapacitated.

False Appearance. While the caryatid remains motionless, it is indistinguishable from a normal man-made caryatid.

Immortal. The caryatid can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The carytid's weapon attacks are magical.

Marble Camouflage. The caryatid has advantage on Dexterity (Stealth) checks made to hide in white marble environments.

Siege Monster. The caryatid deals double damage to objects and structures.

Starlight Form. The caryatid glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The caryatid makes two shortsword attacks.

Shield Bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (3d6 + 3) piercing damage.

Sylvan Caryatid

The **sylvan caryatids** of Nylea and Karametra's shrines are made of wood instead of marble, and though they are unarmed, they have vines.

Sylvan Caryatid

Huge construct (nymph), unaligned

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (–1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, necrotic, radiant
Senses passive Perception 13
Languages Understands Common, Druidic, and Sylvan but cannot speak
Challenge 9 (5000 XP)

Animated Nature. The caryatid is animated by a transmutation spell. If that spell is dispelled, the caryatid becomes incapacitated.

False Appearance. While the caryatid remains motionless, it is indistinguishable from a normal man-made caryatid.

Immortal. The caryatid can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The carytid's weapon attacks are magical.

Siege Monster. The caryatid deals double damage to objects and structures.

Spell Nature. In addition to being a creature, the caryatid is a 2nd-level divine transmutation spell with no target.

Wood Camouflage. The caryatid has advantage on Dexterity (Stealth) checks made to hide in wooded environments.

Actions

Multiattack. The caryatid makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Vine. Ranged Weapon Attack: +10 to hit, range 10 ft., one target. Hit: 28 (1d10 + 6) slashing damage.

Dryads

Every tree has its own dryad nymph. The dryads concern themselves with the preservation of their forest or grove, and stand against anyone who would threaten the trees.

Leafcrown Dryad

Leafcrown Dryad

Medium fey (nymph), neutral

Armor Class 11
Hit Points 22 (5d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5, Persuasion +6
Damage Resistances radiant
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 1 (200 XP)

Immortal. The dryad can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *awaken* (trees only), *barkskin*, *pass without trace*, *shillelagh*

Magic Weapons. The dryad's weapon attacks are magical.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Starlight Form. The dryad glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Tree Stride. Once on her turn, the dryad can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Actions

Sylvan Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) force damage.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

"I do not know if the forest was different after they passed. But I know I was."
—Ianthe, Setessan hunter

Oakheart Dryad

Medium fey (nymph), neutral

Armor Class 11
Hit Points 18 (4d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5, Persuasion +6
Damage Resistances radiant
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 1 (200 XP)

Immortal. The dryad can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *awaken* (trees only), *barkskin*, *pass without trace*, *shillelagh*

Magic Weapons. The dryad's weapon attacks are magical.

Oakhearted. As long as any creature, object, or structure is within 5 feet of at least two dryads including this one, all creatures within 30 feet have a +1 bonus to damage rolls and Strength and Dexterity checks and have 4 (1d8) temporary hit points.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Starlight Form. The dryad glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Tree Stride. Once on her turn, the dryad can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Actions

Sylvan Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) force damage.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Hamadryad

Hamadryads are rare nymphs that have the form of a tree. Rather than being associated with a tree, the hamadryad *is* the tree. Some forests are made entirely of hamadryads.

Sometimes called "sylvan caryatids" because they have the appearance of wooden nymph-shaped pillars bearing the canopies, hamadryads guard the gardens of Karametra.

Legend. It is said that a person seeking peace who enters a copse of hamadryads becomes a hamadryad.

Labyrinth Spirit

Every labyrinth has its own spirit. The **labyrinth spirit** oversees all who enter, leave, and wander in her labyrinth's walls. She may reward those who find the center, or she may hide a severe punishment at its center if malicious.

> Students at the Dekatia Academy learn that being sent to study with her is a lesson in itself.

Hamadryad

Huge fey (nymph, hamadryad), unaligned

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (–1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, necrotic, radiant
Senses passive Perception 13
Languages Understands Common, Druidic, and Sylvan but cannot speak
Challenge 9 (5000 XP)

False Appearance. While the hamadryad remains motionless, it is indistinguishable from a normal human-shaped tree.

Immortal. The hamadryad can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The hamadryad's weapon attacks are magical.

Siege Monster. The hamadryad deals double damage to objects and structures.

Starlight Form. The hamadryad glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The hamadryad makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Melee Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Labyrinth Spirit

Medium fey (nymph), neutral

Armor Class 14 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	15 (+2)	15 (+2)	17 (+3)

Skills Insight +4, Sleight of Hand +3
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Sylvan, Common
Challenge 5 (1800 XP)

Immortal. The spirit can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The spirit's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gate* (limited to creatures that reach the center of the labyrinth)

Magic Weapons. The spirit's weapon attacks are magical.

Misty Aura. A heavy 30-foot-radius mist radiates from the spirit, reducing all visibility types of creatures within the mist. A creature's unimpeded visibility is reduced to 15 feet, and its "dim light" visibility is reduced to 30 feet. The spirit's sight is unaffected by the mist.

Starlight Form. The spirit glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Lampades

The lampades are the infernal nymphs of the underworld. They are associated with witchcraft, darkness, and the dead, as well as with torches.

Cavern Lampad

Cavern lampades are the spirits of dark caverns.

Cavern Lampad

Medium fey (nymph), neutral evil

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	15 (+2)

Skills Deception +4, Intimidation +4
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan, Common
Challenge 2 (450 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the lampad and can see the lampad must make a Wisdom saving throw and become frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the lampad on each of its turns, if able.

Immortal. The lampad can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The dreadbringer lampad's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

3/day: *continual flame*

Magic Weapons. The lampad's weapon attacks are magical.

Starlight Form. The lampad glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The lampad attacks twice with its necrotic touch or *chill touch*.

Necrotic Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) necrotic damage.

Dreadbringer lampades take pleasure in striking fear into mortals.

Dreadbringer Lampad

Medium fey (nymph), neutral evil

Armor Class 15 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	11 (+0)	12 (+1)	15 (+2)

Skills Persuasion +4, Intimidation +4, Arcana +2
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Sylvan, Common
Challenge 2 (450 XP)

Dreadbringer. If any creature, object, or structure is within 5 feet of at least two lampades including this one, all creatures within 30 feet must make a Wisdom saving throw and become frightened for 1 minute on a failed save. While frightened, the frightened target drops whatever it is holding and must move at least 30 feet away from that creature on each of its turns, if able.

Immortal. The nymph can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The dreadbringer lampad's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights* 3/day: *continual flame*

Magic Weapons. The lampad's weapon attacks are magical.

Starlight Form. The nymph glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The lampad attacks twice with its necrotic touch or *chill touch*.

Necrotic Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) necrotic damage.

Naiads

Every lake, stream, spring, and fountain has its own naiad.

Nimbus Naiad

A **nimbus naiad** is capable of leaping out of the water and striding through the air, unlike most naiads.

Nimbus Naiad

Medium fey (nymph), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 31 (7d8 + 0)
Speed 30 ft., swim 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	15 (+2)	10 (+0)	18 (+4)

Skills Persuasion +6, Sleight of Hand +5
Damage Resistances psychic
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 10
Languages Sylvan, Common
Challenge 3 (700 XP)

Amphibious. The naiad can breathe air and water.

Immortal. The naiad can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The naiad's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *minor illusion* 3/day: *phantasmal force* 1/day: *hypnotic pattern*

Invisible in Water. The naiad is invisible while fully immersed in water.

Magic Weapons. The naiad's weapon attacks are magical.

Starlight Form. The naiad glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The naiad makes two psychic touch attacks.

Psychic Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) psychic damage.

Whitewater naiads inhabit fast-moving streams and rivers.

Stand against the crash of the river's rapids and you will know the power of the naiads.

Whitewater Naiad

Medium fey (nymph), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	15 (+2)	10 (+0)	18 (+4)

Skills Persuasion +6, Sleight of Hand +5
Damage Resistances bludgeoning, piercing, slashing, cold
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 10
Languages Sylvan, Common
Challenge 3 (700 XP)

Amphibious. The naiad can breathe air and water.

Immortal. The naiad can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The naiad's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *tidal wave*

1/day: *control water*

Invisible in Water. The naiad is invisible while fully immersed in water.

Magic Weapons. The naiad's weapon attacks are magical.

Starlight Form. The naiad glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Whitewater. If any creature, object, or structure is within 5 feet of at least two naiads including this one, that creature doesn't provoke opportunity attacks.

Actions

Multiattack. The naiad makes two whitewater touch attacks.

Whitewater Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 13 (2d10 + 2) bludgeoning damage.

Oreads

Every mountain has its own oread. The oreads are sought as guides by hunters for their skill in navigating the mountain's obstacles as well as their ability to turn a hunt in the hunter's favor. Oreads are able to produce precious metals and stones, some of which they provide to Purphoros.

Angry oreads become molten, causing their mountain to erupt as a volcano.

Oreads also have a strong connection with the satyrs, and they partake in their revelries.

Forgeborn Oread

Not all of the oreads are naturally occurring. Some of them were crafted by Purphoros himself. The **forgeborn oread** represents these nymphs.

> Purphoros shaped the oreads out of stray coals from his forge.

Forgeborn Oread

Medium fey (nymph), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	13 (+1)	13 (+1)	22 (+6)

Skills Nature +4, Persuasion +9, Survival +4
Damage Immunities poison, fire, psychic, bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, frightened, poisoned, exhaustion, paralyzed, petrified
Senses darkvision 120 ft., passive Perception 11
Languages Understands Celestial but can't speak
Challenge 7 (2900 XP)

Earth Walk. The oread can move across difficult terrain made of earth or stone without expending extra movement.

Fire Aura. At the start of each of the oread's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the oread or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Ignited Illumination. As a bonus action, the oread can set itself ablaze or extinguish its flames. While ablaze, the oread sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Immortal. The oread can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The oread's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material or verbal components:

At will: *passwall*, *find the path*, *fire bolt*

3/day: *stone shape*

1/day: *hallucinatory terrain*, *wall of stone*, *creation*

Lava Walk. The oread can move across and climb molten surfaces without needing to make an ability check. Additionally, difficult terrain composed of lava doesn't cost it extra moment.

Magic Weapons. The oread's weapon attacks are magical.

Starlight Form. The oread glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The oread makes two attacks.

Fiery Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) fire damage.

Spearpoint Oread

A **spearpoint oread** lives on a wooded mountain. Hunters seek out the spearpoint oreads before hunting boars or other game. They also know where to find precious rocks and minerals.

Spearpoint Oread

Medium fey (nymph), chaotic good

Armor Class 16 (natural armor)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	18 (+4)

Skills Acrobatics +4, Athletics +4, Performance +6, Nature +2
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 11
Languages Common, Sylvan
Challenge 2 (450 XP)

Earth Walk. The oread can move across difficult terrain made of earth or stone without expending extra movement.

Immortal. The oread can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The oread's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *passwall*, *find the path*

3/day: *stone shape*

1/day: *hallucinatory terrain*, *wall of stone*, *creation*

Magic Weapons. The oread's weapon attacks are magical.

Mask of the Wild. The creature can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Starlight Form. The oread glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Rock. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage in melee, or 5 (1d6 + 2) bludgeoning damage at range.

Stone Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Volcano oreads are mountain spirits driven to madness, becoming volcanic.

Volcano Oread

Medium fey (nymph), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	13 (+1)	13 (+1)	22 (+6)

Skills Acrobatics +7, Athletics +6, Performance +9, Nature +4, Stealth +7
Damage Immunities poison, fire
Condition Immunities charmed, frightened, poisoned
Senses passive Perception 11
Languages Common, Sylvan
Challenge 7 (2900 XP)

Earth Walk. The oread can move across difficult terrain made of earth or stone without expending extra movement.

Enthralling Performance. If the reveler performs for at least 1 minute, it chooses up to four humanoids within 60 feet of it who watched or listened to the entire performance. Each target must succeed on a DC 14 Wisdom saving throw or be charmed. While charmed in this way, the target idolizes the reveler and will take part in the reveler's revels. The charmed condition ends for the creature after 1 hour, if it takes any damage, if the reveler attacks the target, or if the target witnesses the reveler attacking or damaging any of the target's allies.

Fire Aura. At the start of each of the oread's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the oread or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Ignited Illumination. As a bonus action, the oread can set itself ablaze or extinguish its flames. While ablaze, the oread sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Immortal. The oread can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The oread's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *passwall*, *find the path*, *fire bolt*

3/day: *stone shape*

1/day: *hallucinatory terrain*, *wall of stone*, *creation*

Lava Walk. The oread can move across and climb molten surfaces without needing to make an ability check. Additionally, difficult terrain composed of lava doesn't cost it extra moment.

Sleepless Reveler. Magic can't put the reveler to sleep.

Magic Weapons. The oread's weapon attacks are magical.

Starlight Form. The oread glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The oread makes two molten stone dagger attacks.

Molten Rock. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 9 (2d8) fire damage.

Molten Stone Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 9 (2d8) fire damage.

Nyxborn

The nyxborn of Theros are creatures shaped from *nyx*, the night sky. These are magical creatures. They are usually made by gods, though archons and some mortals have found ways to create them as well.

Nyxborn Bestiary

Celestial Winged Bull

A **celestial archon** rides into battle on its **celestial winged bull**.

Celestial Winged Bull

Large 5th-level transmutation celestial, unaligned

Armor Class 12
Hit Points 95 (10d10 + 40)
Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (–2)	10 (+0)	5 (–3)

Senses passive Perception 10
Languages Understands Celestial but can't speak
Challenge 5 (1800 XP)

Charge. If the bull moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target takes an extra 19 (3d12) piercing damage.

Immortal. The bull can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Resistance. The bull has advantage on saving throws against spells and other magical effects.

Magic Weapons. The bull's weapon attacks are magical.

Spell Nature. In addition to being a creature, the bull is a 5th-level divine transmutation spell with no target.

Starlight Form. The nyxborn glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the bull was created by a god, then while the bull is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

Chromanticore

Large 5th-level transmutation monstrosity, lawful evil

Armor Class 14
Hit Points 76 (8d10 + 32)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	7 (–2)	12 (+1)	8 (–1)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1800 XP)

Battle Readiness. The chromanticore has advantage on initiative rolls.

Magic Weapons. The chromanticore's weapon attacks are magical.

Immortal. The chromanticore can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Spell Nature. In addition to being a creature, the chromanticore is a 5th-level divine transmutation spell with no target.

Starlight Form. The chromanticore glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Tail Spike Regrowth. The chromanticore has twenty-four tail spikes. Used spikes regrow when the chromanticore finishes a long rest.

Telepathic Bond. If the chromanticore was created by a god, then while the chromanticore is in any of Theros's three realms, it can magically convey what it senses to that god.

Trample. The chromanticore can move in and out of a large or smaller creature's space. If it would, it uses a bonus action to attack that creature with its claw. That creature must succeed on a DC 14 Strength saving throw or be knocked prone. If the creature succeeds, the chromanticore can't enter that space and must end its turn immediately. If the chromanticore stops on top of that creature, that creature becomes restrained until the chromanticore moves off it (escape DC 14).

Vigilant. The chromanticore can't be surprised.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. The chromanticore regains that many hit points.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Tail Spike. Ranged Weapon Attack: +7 to hit, range 100/200 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Legendary Actions

The chromanticore can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The chromanticore regains spent legendary actions at the start of its turn.

Bite. The chromanticore makes a bite attack.

Claw. The chromanticore makes a claw attack.

Tail Spike. The chromanticore makes a tail spike attack.

Crystalline Nautilus

Gargantuan 3rd-level transmutation beast, unaligned

Armor Class 17 (natural armor)
Hit Points 580 (40d20 + 160)
Speed 0 ft., swim: 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	18 (+4)	1 (–5)	7 (–2)	1 (–5)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, slashing
Senses blindsight 30 ft. (can't see beyond this radius), passive Perception 8
Languages —
Challenge 14 (11500 XP)

Glass Shell. If the nautilus takes 100 or more damage in a single turn, its shell shatters, and it drops to 0 hit points instantly.

Immortal. The nautilus can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Keen Smell. The nautilus has advantage on Wisdom (perception) checks that rely on smell.

Magic Weapons. The nautilus's weapon attacks are magical.

Primitive Vision. The nautilus's eyes are useful for detecting light, and not much else.

Spell Nature. In addition to being a creature, the nautilus is a 3rd-level divine transmutation spell with no target.

Starlight Form. The nautilus glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the nautilus was created by a god, then while the nautilus is in any of Theros's three realms, it can magically convey what it senses to that god.

Water Breathing. The nautilus can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (8d4 + 4) piercing damage.

When mortals claim there are places Thassa cannot reach, the sea god laughs.

Devourer

Large 5th-level transmutation elemental, chaotic evil

Armor Class 14
Hit Points 138 (12d10 + 72)
Speed 60 ft., climb 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	22 (+6)	5 (–3)	10 (+0)	12 (+1)

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft. (can't see beyond this radius), passive Perception 10
Languages Primordial
Challenge 4 (1100 XP)

Freeze. If the devourer takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Immortal. The devourer can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The devourer's weapon attacks are magical.

Spell Nature. In addition to being a creature, the devourer is a 5th-level divine transmutation spell with no target.

Starlight Form. The devourer glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the devourer was created by a god, then while the devourer is in any of Theros's three realms, it can magically convey what it senses to that god.

Water Form. The devourer can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The devourer makes two slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the devourer's space must make a DC 12 Strength saving throw. On a failure, a target takes 11 (2d8 + 2) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the devourer's space.

The devourer can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the devourer's turns, each target grappled by it takes 11 (2d8 + 2) bludgeoning damage. A creature within 5 feet of the devourer can pull a creature or object out of it by taking an action to make a DC 12 Strength check and succeeding.

Forgeborn Ox

A **forgeborn ox** provides Purphoros with a view outside his volcano forge.

Goldenhide Ox

The temptation to take the ox's golden hide is as irresistible as it is fatal.

Forgeborn Ox

Large 4th-level transmutation beast, unaligned

Armor Class 10
Hit Points 15 (2d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	2 (–4)	10 (+0)	4 (–3)

Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Beast of Burden. The ox is considered to be a Large animal for the purpose of determining its carrying capacity.

Charge. If the ox moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Immortal. The ox can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The ox's weapon attacks are magical.

Spell Nature. In addition to being a creature, the ox is a 4th-level divine transmutation spell with no target.

Starlight Form. The ox glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the ox was created by a god, then while the ox is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Goldenhide Ox

Large 6th-level transmutation beast, unaligned

Armor Class 13 (natural armor)
Hit Points 38 (4d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (–4)	10 (+0)	4 (–3)

Senses passive Perception 10
Languages —
Challenge 4 (1100 XP)

Beast of Burden. The ox is considered to be a Large animal for the purpose of determining its carrying capacity.

Charge. If the ox moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Immortal. The ox can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The ox's weapon attacks are magical.

Spell Nature. In addition to being a creature, the ox is a 6th-level divine transmutation spell with no target.

Starlight Form. The ox glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the ox was created by a god, then while the ox is in any of Theros's three realms, it can magically convey what it senses to that god.

Tempting Charm. Every humanoid and giant that can see the ox must succeed on a DC 10 Wisdom saving throw or be charmed until the ox dies.

While charmed by the ox, a target must spend its turns trying to capture or kill the ox. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the ox, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this the ox's charm for the next 24 hours.

Actions

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Nighthowler

Medium 3rd-level transmutation undead, chaotic evil

Armor Class 17
Hit Points 75 (10d8 + 30)
Speed 30 ft., flying 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	6 (–2)	13 (+1)	6 (–2)

Skills Perception +4, Stealth +4
Damage Resistances necrotic
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1800 XP)

Immortal. The nighthowler can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The nighthowler's weapon attacks are magical.

Spell Nature. In addition to being a creature, the nighthowler is a 3rd-level divine transmutation spell with no target.

Starlight Form. The nighthowler glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Sunlight Sensitivity. While in sunlight, the nighthowler has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Telepathic Bond. If the nighthowler was created by a god, then while the nighthowler is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

Shadow Breath (Recharge 5-6). The nighthowler exhales shadowy fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and that creature's spirit leaves its body and becomes part of the nighthowler. The nighthowler's Strength is increased by 1, and its hit points and maximum hit points are increased by 4 (1d8).

Description

The nighthowler is a merging of several undead spirits into one. Its form is a chimeric conglomeration of those souls. It absorbs the souls of those it kills with its shadowy breath.

Nyx Weaver

Medium 3rd-level transmutation beast, unaligned

Armor Class 15 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	2 (–4)	11 (+0)	4 (–3)

Skills Stealth +7
Damage Vulnerabilities piercing, slashing
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

Immortal. The spider can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The spider's weapon attacks are magical.

Spell Nature. In addition to being a creature, the spider is a 3rd-level divine transmutation spell with no target.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Starlight Form. The spider glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the spider was created by a god, then while the spider is in any of Theros's three realms, it can magically convey what it senses to that god.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The spider makes two web attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Nyxborn dracones provide Erebos with a much-coveted view of the outside world and a chance to invite new guests to the Realm of the Dead.

Nyxborn Dracon

Huge 4th-level transmutation dragon (serpent), unaligned

Armor Class 12
Hit Points 60 (8d12 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	2 (–4)	10 (+0)	3 (–4)

Skills Perception +2
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 4 (1100 XP)

Immortal. The dracon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The dracon's weapon attacks are magical.

Spell Nature. In addition to being a creature, the dracon is a 4th-level divine transmutation spell with no target.

Starlight Form. The dracon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the dracon was created by a god, then while the dracon is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

If the target is a Large or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the dracon. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the dracon, and it takes 21 (6d6) acid damage at the start of each of the dracon's turns.

If the dracon takes 30 damage or more on a single turn from a creature inside it, the dracon must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the dracon. If the dracon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Constrict. Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the dracon can't constrict another target.

An offering to the sea brings an insight from the stars.

Nyxborn Eagle

Small 3rd-level transmutation beast, unaligned

Armor Class 12
Hit Points 3 (1d6 + 0)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	10 (+0)	2 (–4)	14 (+2)	7 (–2)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 1/4 (50 XP)

Immortal. The eagle can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Magic Weapons. The eagle's weapon attacks are magical.

Spell Nature. In addition to being a creature, the eagle is a 3rd-level divine transmutation spell with no target.

Starlight Form. The eagle glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the eagle was created by a god, then while the eagle is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Nyxborn Eidolon

Phenax's agents include nxyborn in the shape of wandering eidolons.

A body Returned, a soul still lost.

"On Theros, enchantments represent the divine magic of the gods. The gods can create an enchantment creature in the form of a spirit the same way they can create an enchantment creature in the form of a giant or a crab or a human soldier. An enchantment eidolon is not actually the spirit of a departed mortal, but a creation of the gods in the form of an eidolon."
—Doug Beyer

Nyxborn Eidolon

Medium 2nd-level transmutation undead, any alignment

Armor Class 14
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained
Senses passive Perception 13
Languages The languages it knew in life
Challenge 1 (200 XP)

Blurred Form. Attack rolls against the eidolon are made with disadvantage unless the eidolon is incapacitated.

Immortal. The eidolon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Incorporeal Movement. The eidolon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Incorporeal Nature. The eidolon doesn't require air, food, drink, or sleep.

Magic Weapons. The eidolon's weapon attacks are magical.

Spell Nature. In addition to being a creature, the eidolon is a 2nd-level divine transmutation spell with no target.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the eidolon was created by a god, then while the eidolon is in any of Theros's three realms, it can magically convey what it senses to that god.

Turn Resistance. The eidolon has advantage on saving throws against any effect that turns undead.

Actions

Necrotic Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) necrotic damage.

Nyxborn Giant Crab

A **nyxborn giant crab** provides Thassa with a view from the land.

Nyxborn Giant Crab

Huge 4th-level transmutation beast, unaligned

Armor Class 17 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	3 (–4)	11 (+0)	3 (–4)

Skills Stealth +2
Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 5 (1800 XP)

Amphibious. The crab can breathe air and water.

Immortal. The crab can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The crab's weapon attacks are magical.

Spell Nature. In addition to being a creature, the crab is a 4th-level divine transmutation spell with no target.

Starlight Form. The crab glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the crab was created by a god, then while the crab is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The crab makes two attacks with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 20 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The crab has two claws, each of which can grapple only one target.

Nyxborn Giant Lynx

A **nyxborn giant lynx** provides Nylea with an extra set of eyes in her forest.

Nyxborn Giant Lynx

Large 4th-level transmutation beast, unaligned

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (–4)	12 (+1)	8 (–1)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 3 (700 XP)

Immortal. The lynx can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Keen Smell. The lynx has advantage on Wisdom (perception) checks that rely on smell.

Magic Weapons. The lynx's weapon attacks are magical.

Pounce. If the lynx moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the lynx can make one bite attack against it as a bonus action.

Spell Nature. In addition to being a creature, the lynx is a 4th-level divine transmutation spell with no target.

Starlight Form. The lynx glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the lynx was created by a god, then while the lynx is in any of Theros's three realms, it can magically convey what it senses to that god.

Trample. The lynx can move in and out of a Medium or smaller creature's space. If it would, it uses a bonus action to attack that creature with its claw. That creature must succeed on a DC 14 Strength saving throw or be knocked prone. If the creature succeeds, the lynx can't enter that space and must end its turn immediately. If the lynx stops on top of that creature, that creature becomes restrained until the lynx moves off it (escape DC 14).

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Nyxborn Stag

A **nyxborn stag** provides Heliod with a view from within the mortal realm.

Nyxborn Stag

Large 4th-level transmutation beast (elk), unaligned

Armor Class 10
Hit Points 39 (6d10 + 6)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (–4)	10 (+0)	6 (–2)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 1 (200 XP)

Charge. If the stag moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Immortal. The stag can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The stag's weapon attacks are magical.

Spell Nature. In addition to being a creature, the stag is a 4th-level divine transmutation spell with no target.

Starlight Form. The stag glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the stag was created by a god, then while the stag is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

Nyxborn Viper

A **nyxborn viper** serves as another body that can administer experiments in poison.

Nyxborn Unicorn

Large 3rd-level transmutation celestial, lawful good

Armor Class 12
Hit Points 58 (9d10 + 9)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan, telepathy 60 ft.
Challenge 2 (450 XP)

Charge. If the unicorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Immortal. The unicorn can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The unicorn's weapon attacks are magical.

Spell Nature. In addition to being a creature, the unicorn is a 3rd-level divine transmutation spell with no target.

Starlight Form. The unicorn glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the unicorn was created by a god, then while the unicorn is in any of Theros's three realms, it can magically convey what it senses to that god.

Tempting Charm. Every humanoid and giant that can see the unicorn must succeed on a DC 13 Wisdom saving throw or be charmed until the unicorn dies.

While charmed by the unicorn, a target must spend its turns trying to capture or kill the unicorn. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the unicorn, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this the unicorn's charm for the next 24 hours.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft ., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Horn. Melee Weapon Attack: +5 to hit, reach 5 ft ., one target. Hit: 7 (1d8 + 3) piercing damage.

Nyxborn Viper

Medium 2nd-level transmutation beast, unaligned

Armor Class 14
Hit Points 11 (2d8 + 2)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (–4)	10 (+0)	3 (–4)

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 1/2 (100 XP)

Immortal. The viper can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The viper's weapon attacks are magical.

Spell Nature. In addition to being a creature, the viper is a 2nd-level divine transmutation spell with no target.

Starlight Form. The viper glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the viper was created by a god, then while the stag is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Nyxborn Warhound

Medium 2nd-level transmutation monstrosity (dog), lawful evil

Armor Class 12 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (–4)	13 (+1)	6 (–2)

Skills Perception +5, Stealth +4
Damage Immunities fire
Senses passive Perception 15
Languages —
Challenge 1 (200 XP)

Aggressive. As a bonus action, the warhound can move up to its speed toward a hostile creature that it can see.

Immortal. The warhound can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The warhound's weapon attacks are magical.

Multiheaded. The warhound can't be surprised, and it has advantage on saving throws against being knocked unconscious.

Pack Tactics. The warhound has advantage on an attack roll against a creature if at least one of the warhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Rage of Mogis. Whenever the warhound starts its turn with half its hit points or fewer, roll a d6. On a 6, the warhound goes berserk. On each of its turns while berserk, the warhound attacks the nearest hostile creature it can see. If no hostile creature is near enough to move to and attack, the warhound attacks an object, with preference for an object smaller than itself. Once the warhound goes berserk, it continues to do so until it's destroyed or regains all its hit points.

Spell Nature. In addition to being a creature, the warhound is a 2nd-level divine transmutation spell with no target.

Starlight Form. The warhound glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the warhound was created by a god, then while the warhound is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The warhound makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 2 (1d4) fire damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 9 (2d8) fire damage.

Nyxborn Wolf

Medium 3rd-level transmutation beast, unaligned

Armor Class 13
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Immortal. The wolf can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Weapons. The wolf's weapon attacks are magical.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Spell Nature. In addition to being a creature, the wolf is a 3rd-level divine transmutation spell with no target.

Starlight Form. The wolf glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the wolf was created by a god, then while the wolf is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Shimmerwing Chimera

A **shimmerwing chimera** is a nyxborn creature with the body of an eel, the head and wings of an eagle, and the claws of a crab. Its presence has the power to dispel magic.

> It swims upon the winds and soars through the waves.

Shimmerwing Chimera

Large 4th-level transmutation monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 0 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	2 (–4)	14 (+2)	7 (–2)

Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 2 (450 XP)

Hold Breath. The chimera can hold its breath for 15 minutes.

Immortal. The chimera can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma (spell save DC 8, +0 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dispel magic*

Magic Weapons. The chimera's weapon attacks are magical.

Spell Nature. In addition to being a creature, the chimera is a 4th-level divine transmutation spell with no target.

Starlight Form. The chimera glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the chimera was created by a god, then while the chimera is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The chimera makes three attacks: one with its claw, one with its bite, and one with its *dispel magic*.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 11). The chimera has two claws, each of which can grapple only one target.

Spirespine

Gargantuan 3rd-level transmutation beast, unaligned

Armor Class 13 (natural armor)
Hit Points 11 (1d20 + 1)
Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	2 (–4)	13 (+1)	5 (–3)

Skills Acrobatics +3, Intimidation +0, Survival +4
Damage Resistances bludgeoning
Senses passive Perception 11
Languages —
Challenge 7 (2900 XP)

Immortal. The spirespine can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The spirespine's weapon attacks are magical.

Quills. Any creature that touches the porcupine takes 1 piercing damage, or 20 piercing damage if as a result of moving toward it or attacking it, or being attacked by it. The creature also is stuck with 10 (1d20) times that many quills, which each take 30 seconds to remove. Any quill that remains after 2 hours begins to work its way under the skin, dealing 1 piercing damage per quill every hour.

Spell Nature. In addition to being a creature, the spirespine is a 3rd-level divine transmutation spell with no target.

Starlight Form. The spirespine glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the spirespine was created by a god, then while the spirespine is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 42 (4d20) piercing damage.

Reactions

Defend. If a creature the spirespine can see would be attacked by another creature the spirespine can see, the spirespine may move up to its speed and stop between those two creatures.

Nyxborn NPCs

Nyxborn creatures can be made sentient, and even sapient. The following represent such sapient nyxborn creatures.

Agent of Erebos

Nyxborn zombies called **agents of Erebos** are sent into the mortal realm by Erebos to find the escaped Returned and send them back to Erebos. Their masks are kept as trophies.

> Erebos's minions hunt the Returned and warn those who consider the same folly.

Agent of Erebos

Medium 4th-level transmutation undead, lawful neutral

Armor Class 15
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Thieves' cant, Celestial, Common
Challenge 8 (3900 XP)

Bounty of Erebos. If the agent is aware of a Returned mask, it spends its turns trying to banish the person or monster carrying that mask.

Evasion. If the agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the agent instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Immortal. The agent can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The agent's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *banishment*

Magic Weapons. The agent's weapon attacks are magical.

Spell Nature. In addition to being a creature, the agent is a 4th-level divine transmutation spell with no target.

Starlight Form. The agent glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the agent was created by a god, then while the agent is in any of Theros's three realms, it can magically convey what it senses to that god.

Undead Nature. The agent doesn't require air, food, drink, or sleep.

Actions

Banish Dead. The agent banishes a creature wearing or holding a Returned mask to the Realm of the Dead using *banishment*. Any objects the creature was carrying or wearing fall to the ground. As a bonus action, the agent loots any Returned masks the target was wearing or carrying and strings them onto its cord.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 bludgeoning damage. This is a magic weapon attack.

A **boon satyr** is one of Nylea's creations.

Boon Satyr

Medium 3rd-level transmutation fey (satyr), any alignment

Armor Class 14 (natural armor)
Hit Points 13 (2d8 + 4)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (–1)	11 (+0)	10 (+0)

Skills Perception +2, Persuasion +2
Senses passive Perception 12
Languages Sylvan, Common
Challenge 2 (450 XP)

Immortal. The satyr can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The satyr's weapon attacks are magical.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Spell Nature. In addition to being a creature, the satyr is a 3rd-level divine transmutation spell with no target.

Starlight Form. The satyr glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the satyr was created by a god, then while the satyr is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The satyr makes two attacks with its scimitar.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Occasionally the living wander to the Rivers, but the wardens of Athreos ensure that only the dead pass.

Grim Guardian

Medium 3rd-level transmutation undead (human, returned), lawful evil

Armor Class 15 (leather armor, shield)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Common
Challenge 2 (450 XP)

Immortal. The guardian can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The guardian's weapon attacks are magical.

Pack Tactics. The guardian has advantage on an attack roll against a creature if at least one of the Returned's allies is within 5 feet of the creature and the ally isn't incapacitated.

Returned Nature. The guardian is undead. It needs water and air but not food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Spell Nature. In addition to being a creature, the guardian is a 3rd-level divine transmutation spell with no target.

Starlight Form. The guardian glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the guardian was created by a god, then while the guardian is in any of Theros's three realms, it can magically convey what it senses to that god.

Turn Resistance. The guardian has advantage on saving throws against any effect that turns undead.

Unreadable Face. The guardian is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the guardian's intentions or sincerity are made with disadvantage.

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) necrotic damage.

Sling. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Most sirens are only dangerous to mortals, but the **hypnotic siren** can even send a flock of sheep over a cliff.

Hypnotic Siren

Medium 1st-level transmutation monstrosity (siren), chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (–2)	10 (+0)	13 (+1)

Condition Immunities charmed
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

Immortal. The siren can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The siren's weapon attacks are magical.

Spell Nature. In addition to being a creature, the siren is a 1st-level divine transmutation spell with no target.

Starlight Form. The siren glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the siren was created by a god, then while the siren is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The siren makes two attacks: one with its claws and one with its club.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Luring Song. The siren sings a magical melody. Every creature within 300 ft. of the siren that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated. While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 ft. away from the siren, the must move on its turn toward the siren by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this siren's song for the next 24 hours.

Master of the Feast

The **master of the feast** is a nyxborn demon that produces a banquet. Men who taste the food are unable to stop eating and eat themselves into a coma... or death.

> Any pleasure, when taken to excess, becomes torment. It's a formula that demons have perfected.

Master of the Feast

Large 3rd-level transmutation fiend (demon), lawful evil

Armor Class 17 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21 (+5)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +8, Cha +6
Skills Deception +6, Intimidation +6, Persuasion +6
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 7 (2900 XP)

Immortal. The demon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Insatiable Greed. The demon can sense the presence of gold within 1,000 feet of itself. It can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, it knows the direction of the movement. It can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between it and the gold.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The demon's weapon attacks are magical.

Spell Nature. In addition to being a creature, the demon is a 3rd-level divine transmutation spell with no target.

Starlight Form. The demon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the demon was created by a god, then while the demon is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The demon makes two attacks with its claws.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage plus 7 (2d6) necrotic damage. ***Fiendish Feast (1/day).*** As an action on its turn, the demon can bring forth a great feast, including magnificent food and drink. The feast takes 6 hours to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.

For every hour a creature spends feasting, it gains 1 level of exhaustion. A creature that reaches 4th-level exhaustion this way becomes diseased with *infernal food poisoning* (see "Appendix A: Diseases").

If the demon is destroyed, the feast becomes normal food.

Invite to the Feast. As an action on its turn, the demon may use words and/or gestures to invite creatures that can see or hear it to partake in its feast. Each invited creature must succeed on a DC 14 Wisdom check or become charmed. A creature charmed by the demon must spend its turns trying to partake in the feast until the feast is ended or the demon is destroyed.

Nyxborn Archon

Medium 5th-level transmutation celestial, lawful good

Armor Class 18 (plate)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	15 (+2)	21 (+5)	19 (+4)

Saving Throws Str +9, Con +8, Wis +9, Cha +8
Skills Arcana +6, History +6, Insight +9, Perception +9
Damage Immunities radiant
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 19
Languages All
Challenge 12 (8400 XP)

Immortal. The archon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The archon's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *guiding bolt*, *spare the dying*

1/day: *crusader's mantle*, *spirit guardians*

Magic Weapons. The archon's weapon attacks are magical.

Mount. If the archon isn't mounted, it can use a bonus action to magically teleport onto the creature serving as its mount, provided the archon and its mount are on the same plane of existence. When it teleports, the archon appears astride the mount, along with any equipment it is wearing or carrying. While mounted and not incapacitated, the archon can't be surprised, and both it and its mount have advantage on Dexterity saving throws.

Spell Nature. In addition to being a creature, the archon is a 7th-level divine transmutation spell with no target.

Starlight Form. The archon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the archon was created by a god, then while the archon is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The archon makes two attacks with its radiant spear.

Radiant Spear. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 10 (3d6) radiant damage.

Legendary Actions

The archon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The archon regains spent legendary actions at the start of its turn.

Attack. The archon makes a radiant spear attack or casts guiding bolt.

Coordinated Assault (Costs 2 Actions). The archon makes a radiant spear attack, and then its mount can use its reaction to make a melee weapon attack.

Kruphix aids his centaur disciples by sending them **nyxborn centaurs** blessed with his divining sight.

Nyxborn Centaur

Medium 3rd-level transmutation fey (centaur), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Con +5
Skills Athletics +5, Perception +5, Survival +3, Nature +2
Senses passive Perception 15
Languages Common, Sylvan
Challenge 3 (700 XP)

Battle Readiness. The centaur has advantage on initiative rolls.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The centaur counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Gift of Kruphix. The centaur can innately see the shape and nature of terrain up to 4 miles away from itself, ignoring all obstructions.

Immortal. The centaur can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Improved Critical. The centaur's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Magic Weapons. The centaur's weapon attacks are magical.

Spell Nature. In addition to being a creature, the centaur is a 3rd-level divine transmutation spell with no target.

Starlight Form. The centaur glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the centaur was created by a god, then while the centaur is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The centaur makes two attacks.

Hooves. Melee Weapon Attack: +5 to hit, one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Nyxborn Fire Elemental

Xenagos's disciples were taught how to create **nyxborn fire elementals** so he could further his agenda.

Nyxborn Fire Elemental

Medium 3rd-level transmutation elemental, lawful neutral

Armor Class 17
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	13 (+1)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +3
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Common
Challenge 2 (450 XP)

Battle Readiness. The creature has advantage on initiative rolls.

Heated Body. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage.

Heated Weapons. When the elemental hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The elemental sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

Immortal. The elemental can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The elemental's weapon attacks are magical.

Spell Nature. In addition to being a creature, the elemental is a 3rd-level divine transmutation spell with no target.

Starlight Form. The elemental glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the elemental was created by a god, then while the elemental is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 bludgeoning damage, plus 3 (1d6) fire damage.

Nyxborn Satyr

Xenagos needed more than just fire to have his party. He needed party guests! The **nyxborn satyrs** were some of those.

Nyxborn Satyr

Medium 1st-level transmutation fey (satyr), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	16 (+3)

Skills Acrobatics +5, Performance +6, Stealth +5
Senses passive Perception 10
Languages Common, Sylvan
Challenge 2 (450 XP)

Charge. If the satyr moves at least 15 feet straight toward a target and then hits it with its ram attack on the same turn, the target takes an extra 5 (2d4) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Immortal. The satyr can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Magic Weapons. The satyr's weapon attacks are magical.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Sleepless Reveler. Magic can't put the satyr to sleep.

Spell Nature. In addition to being a creature, the satyr is a 1st-level divine transmutation spell with no target.

Starlight Form. The satyr glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the satyr was created by a god, then while the satyr is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The satyr makes two ram attacks or two stick attacks.

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Stick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, or 4 (1d6 + 1) bludgeoning damage if used with two hands to make a melee attack.

Nyxborn Shieldmate

An Akroan mosaic of a hoplite springs to life as a **nyxborn shieldmate**.

> In Meletis, the walls have ears. In Akros, they have blades.

Nyxborn Shieldmate

Medium 1st-level transmutation humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +5, Dex +5
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)

Hold the Line. While the shieldmate is holding a spear, other creatures provoke an opportunity attack from the shieldmate when they move within 5 feet of it. When the shieldmate hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Immortal. The shieldmate can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The shieldmate's weapon attacks are magical.

Spell Nature. In addition to being a creature, the shieldmate is a 1st-level divine transmutation spell with no target.

Starlight Form. The shieldmate glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the shieldmate was created by a god, then while the shieldmate is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The shieldmate makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Nyxborn Soldier

In battle, pray for reinforcements, and **nyxborn soldiers** might show up.

Nyxborn Soldier

Medium 3rd-level transmutation humanoid (human), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	13 (+1)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +3, Dex +3
Senses passive Perception 12
Languages Understands Common but can't speak
Challenge 1 (200 XP)

Hold the Line. While the shieldmate is holding a spear, other creatures provoke an opportunity attack from the shieldmate when they move within 5 feet of it. When the shieldmate hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Immortal. The soldier can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The soldier's weapon attacks are magical.

Spell Nature. In addition to being a creature, the soldier is a 3rd-level divine transmutation spell with no target.

Starlight Form. The soldier glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the soldier was created by a god, then while the soldier is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Multiattack. The shieldmate makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Nyxborn Triton

Kiora found out the hard way that not all tritons are created equal. The **nyxborn triton** is loyal to Thassa.

"He is Thassa's. I could not sway him."
—Kiora

Nyxborn Triton

Medium 3rd-level transmutation humanoid (triton), neutral evil

Armor Class 14
Hit Points 32 (5d8 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Nature +4, Perception +4, Stealth +5
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Common, Primordial
Challenge 3 (700 XP)

Amphibious. The triton can breathe air and water.

Immortal. The triton can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Innate Spellcasting. The triton's spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no material components:

1/day each: *fog cloud*, *gust of wind*

Magic Weapons. The triton's weapon attacks are magical.

Nimble Escape. The triton can take the Disengage or Hide actions as a bonus action on each of its turns.

Spell Nature. In addition to being a creature, the triton is a 3rd-level divine transmutation spell with no target.

Starlight Form. The triton glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the triton was created by a god, then while the triton is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Anchor Pierce. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (2d4 + 0) piercing damage.

Anchor Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (2d4 + 0) bludgeoning damage.

Spiteful Returned

Medium 2nd-level transmutation undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	13 (+1)	12 (+1)	15 (+2)

Skills Acrobatics +5, Athletics +3, Stealth +5
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 11
Languages The languages it knew in life
Challenge 1 (200 XP)

Immortal. The returned can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The returned's weapon attacks are magical.

Necrotic Aura. Any creature that starts its turn within 10 feet of the returned must succeed on a DC 14 Constitution saving throw or take 9 (2d8) necrotic damage. On a successful saving throw, the creature is immune to the Returned's stench for 24 hours.

Returned Nature. The returned is undead. It needs water and air but not food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Spell Nature. In addition to being a creature, the returned is a 2nd-level divine transmutation spell with no target.

Starlight Form. The returned glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the returned was created by a god, then while the returned is in any of Theros's three realms, it can magically convey what it senses to that god.

Turn Resistance. The returned has advantage on saving throws against any effect that turns undead.

Unreadable Face. The returned is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the returned's intentions or sincerity are made with disadvantage.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Spiteful Returned

The **spiteful returned** is Phenax's idea of a joke. He crafted these nyxborn minions in the form of one who escaped the realm of the dead, but the creature is programmed to kill.

Torment Herald

Large 3rd-level necromancy fiend (demon), lawful evil

Armor Class 17 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +6, Cha +6
Skills Deception +6, Intimidation +6, Persuasion +6
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 5 (1800 XP)

Better Things to Do. At the beginning of the demon's turn, it deals 1 necrotic damage to all non-hostile creatures within 30 feet of itself. If there are none, the demon spends its turns trying to isolate itself from as many creatures as possible.

Immortal. The demon can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Insatiable Greed. The demon can sense the presence of gold within 1,000 feet of itself. It can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, it knows the direction of the movement. It can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between it and the gold.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The eidolon's weapon attacks are magical.

Spell Nature. In addition to being a creature, the the demon is a 3rd-level divine necromancy spell with no target. Its weapon attacks are magical, and it glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The demon makes two attacks with its claws.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage plus 7 (2d6) necrotic damage.

Torment Herald

A **torment herald** is a harbinger of painful decay.

Torment of Daxos

Large 4th-level necromancy fiend (demon), lawful evil

Armor Class 18 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +8, Cha +6
Skills Deception +6, Intimidation +6, Persuasion +6
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, Common, Infernal
Challenge 7 (2900 XP)

Battle Readiness. The demon has advantage on initiative rolls.

Immortal Nature. The demon doesn't require food, drink, or sleep.

Insatiable Greed. The demon can sense the presence of gold within 1,000 feet of itself. It can determine which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, it knows the direction of the movement. It can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between it and the gold.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The eidolon's weapon attacks are magical.

Spell Nature. In addition to being a creature, the the demon is a 4th-level divine necromancy spell with no target. Its weapon attacks are magical, and it glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Starlight Form. The eidolon glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Actions

Multiattack. The demon makes two attacks with its claws.

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage plus 7 (2d6) necrotic damage.

The terrors of the Underworld travel alongside those who return to the mortal realm.

Underworld Coinsmith

As Athreos's passengers make their way into the Underworld, they carelessly discard their funerary masks, not realizing their value. An **underworld coinsmith** gathers these masks and might even try to con a neolus into giving him their mask.

Coins of the Underworld are shaped from clay funerary masks.

Underworld Coinsmith

Medium 2nd-level transmutation humanoid (human), lawful evil

Armor Class 13 (padded)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +4
Skills Religion +2, History +2
Senses passive Perception 12
Languages Common
Challenge 1/2 (100 XP)

Immortal. The coinsmith can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Weapons. The coinsmith's weapon attacks are magical.

Spell Nature. In addition to being a creature, the coinsmith is a 2nd-level divine transmutation spell with no target.

Starlight Form. The coinsmith glows with the soft light of the night sky, shedding dim light in a 15-foot radius.

Telepathic Bond. If the coinsmith was created by a god, then while the coinsmith is in any of Theros's three realms, it can magically convey what it senses to that god.

Actions

Chisel. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Phoenix

The **phoenix** is about the size of a hawk. Even with its tiny stature, it manages to cause a lot of property damage. Although it is immortal, the nature of its immortality differs from most immortals: rather than falling unconscious, its body bursts into flame and becomes a cinder egg.

Phoenix cultists have discovered a ritual that makes the phoenix more powerful, although an unwanted (in their minds) side effect is that the phoenix loses its immortality.

The plumes of a phoenix are worth a pretty penny, as the bird is exceedingly rare.

Usage Notes

Players familiar with this monster may find the choice too simple. In order to add greater relevance to the tribute, consider the following scenarios:

- One or more phoenix cultists might be nearby who will pay tribute to the phoenix.
- A valuable (but flammable) object might be positioned near the phoenix.
- A quest goal might involve securing a phoenix egg.
- A quest goal might involve vanquishing a phoenix that reincarnates itself every time it is killed.

Phoenix

Tiny elemental, neutral

Armor Class 18
Hit Points 16 (3d4 + 9)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	2 (–4)	15 (+2)	14 (+2)

Saving Throws Wis +5, Cha +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, cold
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 8 (3900 XP)

Expect Tribute. Immediately after initiative rolls in which the phoenix participates, it expects tribute from a creature within 60 feet that it can see, but does not reveal which one or indicate it expects the tribute. Tribute may be paid by bowing, genuflecting, saluting, or a similar gesture.

If by the beginning of the phoenix's first turn in combat the creature it selected has paid it tribute, the phoenix's flames grow larger, brighter, and louder. Until the end of combat, the phoenix gains a +2 bonus to damage rolls and Strength and Dexterity checks, gains 5 (2d4) temporary hit points, and loses its Rebirth trait.

Fiery Death. When the phoenix dies, it explodes. Each creature within 10 feet of it must make a DC 20 Dexterity saving throw, taking 5 (1d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't worn or carried.

Flyby. The phoenix doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The phoenix sheds bright light in a 30-foot radius and dim light for an additional 15 feet.

Rebirth. The explosion from the Fiery Death trait destroys the phoenix's body and leaves behind an egg-shaped cinder that weighs 2 ounces. The cinder is blazing hot, dealing 21 (6d6) fire damage to any creature that touches it, though no more than once per round. The cinder is immune to all damage, and after 1d6 hours, it hatches a new phoenix.

Actions

Multiattack. The phoenix makes two attacks: one with its beak and one with its fiery talons.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage and 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fiery Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage and 12 (2d8 + 3) fire damage.

Legendary Actions

The phoenix can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The phoenix regains spent legendary actions at the start of its turn.

- **Peck.** The phoenix makes one beak attack.
- **Move.** The phoenix moves up to its speed.
- **Swoop (Costs 2 Actions).** The phoenix moves up to its speed and attacks with its fiery talons.

Titans

The titans are titanic deities. There are two types: the elder titans, which are ancient deities, and the lesser titans, which are much younger and less powerful.

Elder Titans

The elder titans once clashed with the gods of Nyx. As a punishment, they were bound for eternity in Agonas, with Klothys standing watch as their jailer.

Uro

Uro is the titan god of nature's wrath. Uro once slept beneath the ocean. His stirring was enough to slosh oceans out of their basins, and his breath could produce devastating winds.

Uro

Gargantuan giant (titan), lawful evil

Armor Class 14 (natural armor)
Hit Points 7750 (500d20 + 2500)
Speed 120 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +14, Wis +11
Skills Intimidation +12, Perception +11
Damage Resistances bludgeoning, cold
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 21
Languages Titan
Challenge 30 (155000 XP)

Frightful Presence. Each creature within 120 feet of Uro and aware of it must succeed on a DC 17 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Uro is within line of sight, ending the Effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to Uro's Frightful Presence for the next 24 hours.

Magic Resistance. Uro has advantage on saving throws against spells and other magical effects.

Siege Monster. Uro deals double damage to objects and structures.

Titanic Nature. Unless provoked, Uro ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Tsunami Steps. When Uro moves, it creates a tsunami for every footstep taken, centered where that foot lands. Uro's stride is up to 40 feet. (Divide the number of feet moved by 40, and round up.)

Uro's Tsunami. When Uro creates a tsunami, a wall of water springs into existence at the specified point. The wall is 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for six rounds.

When the wall appears, each creature within its area (except Uro) must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of Uro's turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from its epicenter. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the tsunami ends.

A creature caught in the wall can move by swimming. Because of the force of the wave, though, the creature must make a successful DC 20 Strength (Athletics) check in order to move at all. If it fails the check, it can't move. A creature that moves out of the area falls to the ground.

Actions

Unarmed Strike. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 95 (20d8 + 5) bludgeoning damage to all creatures, objects, and structures within a 50-foot radius, and Uro creates a tsunami centered on the target.

Wind (Recharge 5-6). Uro blasts a line of strong wind 600 feet long and 50 feet wide from its mouth in a direction it chooses until its next turn. Each creature that starts its turn in the line must succeed on a DC 20 Strength saving throw or be pushed 50 feet away from Uro in a direction following the line.

Any creature in the line must spend 10 feet of movement for every 1 foot it moves when moving closer to Uro.

The gust disperses gas or vapor, and it extinguishes bonfires, wildfires, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

At the beginning of Uro's turn, it may use an action to continue the attack, lasting up to 10 rounds.

As a bonus action on each of Uro's turns before the attack ends, it can change the direction in which the line blasts from it.

Lesser Titans

As punishment for attempting to dethrone the pantheon of gods, the elder titans were imprisoned for eternity in Agonas. The lesser titans were punished as well, but they were given different punishments.

Bearer of the Heavens

One of the lesser titans was assigned the role of **bearer of the heavens** as his punishment, though whether this is more of a suicide attempt by the gods is debatable. Thankfully, he understands the gravity of his role and takes his job very seriously.

> To hold the heavens from the earth is no curse, but a titanic responsibility.

Warning

This creature is intended to serve as an NPC, not as a boss. Engaging it could result in planar chaos. Knocking it out would most likely result in destroying Theros. If you do intend to kill it but do not want to destroy Theros, make sure first that the heavens are supported by at least two pillars.

Bearer of the Heavens

Gargantuan giant (titan), lawful good

Armor Class 18 (natural armor)
Hit Points 2050 (100d20 + 1000)
Speed 1 mi.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	13 (+1)	20 (+5)	20 (+5)

Saving Throws Dex +19, Con +24, Wis +19, Str +24, Cha +19
Skills Perception +19, History +15, Insight +19
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, force
Damage Immunities fire
Senses passive Perception 29
Languages Giant
Challenge 30 (155000 XP)

Divine Immunity. If the titan would die at the hands of a god, the titan falls unconscious instead.

Immortal. The titan can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Legendary Resistance (3/Day). If the giant fails a saving throw, it can choose to succeed instead.

Pillar of Heavens. The giant takes pride in its duty to suspend Nyx above the earth. If it drops Nyx, Nyx crashes down upon the earth, annihilating everything in the mortal realm. When this happens, Nyx, the underworld, and everything in them cease to exist and the plane of Theros becomes a dead waste.

Siege Monster. The titan deals double damage to objects and structures.

Titanic Nature. Unless provoked, the titan ignores all creatures and objects.

Actions

Unarmed Strike. *Melee Weapon Attack:* +19 to hit, reach 1000 ft., one target. *Hit:* 2110 (200d20 + 10) bludgeoning damage plus 2100 (200d20) fire damage. Every creature, object, and structure in a 500-foot radius is dealt this damage.

Marshmist Titan

The **marshmist titan**'s punishment is unknown, but for rather obvious reasons, Erebos doesn't mind that it roams the swamps freely.

A favorite of Erebos, for it has sent many to the Underworld.

Marshmist Titan

Gargantuan giant (titan), lawful evil

Armor Class 15 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	21 (+5)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +11, Wis +8
Skills Intimidation +9, Perception +8
Damage Immunities necrotic, poison, acid
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Titan
Challenge 19 (22000 XP)

Aura of Erebos. Any creature that starts its turn within 10 feet of the titan must succeed on a DC 18 Constitution saving throw, or it takes 10 (3d6) necrotic damage and can't regain hit points until the start of its next turn. On a successful saving throw, the creature is immune to the titan's Aura of Erebos for 24 hours.

Divine Immunity. If the titan would die at the hands of a god, the titan falls unconscious instead.

Immortal. The titan can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Magic Resistance. The titan has advantage on saving throws against spells and other magical effects.

Siege Monster. The titan deals double damage to objects and structures.

Titanic Nature. Unless provoked, the titan ignores all creatures and objects.

Actions

Unarmed Strike. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 40 (8d8 + 4) bludgeoning damage plus 10 (3d6) necrotic damage.

Noxious Gust (Recharge 5–6). The titan exhales a mighty gust that creates a blast of deadly mist in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Constitution saving throw. On a failed save, the creature takes 36 (8d8) necrotic damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Sun Titan

The **sun titan** is considered a hero of mortals, having battled Polukranos.

A blazing sun that never sets.

Sun Titan

Gargantuan giant (titan), lawful good

Armor Class 18 (breastplate, shield)
Hit Points 990 (60d20 + 360)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +14, Dex +11
Damage Immunities radiant
Senses passive Perception 12
Languages Titan
Challenge 26 (90000 XP)

Divine Immunity. If the titan would die at the hands of a god, the titan falls unconscious instead.

Immortal. The titan can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Siege Monster. The titan deals double damage to objects and structures.

Sun's Vitality. Whenever the titan becomes engaged, a dead creature of its choice that could be resurrected and has a challenge rating of 2 or lower is brought back to life.

Titanic Nature. Unless provoked, the titan ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Vigilant. The creature can't be surprised.

Actions

Multiattack. The titan makes three melee attacks.

Shortsword. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 48 (12d6 + 6) piercing damage.

When someone escapes from the underworld, Erebos sometimes chooses to release the **titan of Erebos** into the mortal realm.

Titan of Erebos

Gargantuan giant (titan), lawful evil

Armor Class 16 (breastplate)
Hit Points 775 (50d20 + 250)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Str +13, Dex +13
Damage Immunities necrotic
Senses darkvision 60 ft., passive Perception 12
Languages Titan
Challenge 20 (25000 XP)

Divine Immunity. If the titan would die at the hands of a god, the titan falls unconscious instead.

Immortal. The titan can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Siege Monster. The titan deals double damage to objects and structures.

Titanic Nature. Unless provoked, the titan ignores all nonflying things that are Huge or smaller and all flying things that are Large or smaller.

Actions

Flail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 50 (10d8 + 5) slashing damage.

Titan of Eternal Fire

The **titan of eternal fire** stole fire from the gods and brought it to the people. As punishment, he was chained to a cliff where a nyxborn eagle fed on his liver daily, where he may have avoided the conflict between the gods and the titans. One of the Champions freed it from this torment, and it has since resumed bringing fire to the people of Theros.

> There is no gift more precious or more perilous than fire.

Titan of Eternal Fire

Gargantuan elemental (titan), lawful evil

Armor Class 14
Hit Points 990 (60d20 + 360)
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	22 (+6)	7 (–2)	12 (+1)	20 (+5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages Titan
Challenge 27 (105000 XP)

Death Burst. When the titan dies, it explodes in a burst of fire and rock. Each creature within 10 feet of it must make a DC 21 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Divine Immunity. If the titan would die at the hands of a god, the titan falls unconscious instead.

Fire Aura. At the start of each of the titan's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the titan or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Immortal. The titan can't die as long as at least one memory or record of it exists. If it would die, it falls unconscious instead.

Siege Monster. The titan deals double damage to objects and structures.

Stone Camouflage. The titan has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Titanic Nature. Unless provoked, the titan ignores all creatures and objects.

Water Susceptibility. For every 5 feet the titan moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Fireball. *Ranged Spell Attack:* spell save DC 21, +13 to hit with spell attacks, range 100 ft. The titan pulls a fireball from its chest and throws it at a point within range. Each creature in a 20-foot-radius sphere centered on that point must make a DC 21 Dexterity saving throw. A target takes 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

The Dead

The Wanderers

Left behind in the mortal realm, wandering dead can be found searching for redemption. Perhaps they didn't have a gold coin for Athreos and couldn't pay the toll. Perhaps they made a pact preventing them from entering the underworld. Perhaps they were resurrected before they could fully move on. Regardless, they occupy a sorry state of existence.

Asphodel Wanderer

A cursed hoplite who has rotted away but is still alive. He wanders Asphodel, trying to find a way into the Realm of the Dead and hating the living.

> He killed out of hate, so now only hate sustains him. He sought immortality, so the gods gave it to him.

Asphodel Wanderer

Medium undead (skeleton), chaotic evil

Armor Class 13 (armor scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Saving Throws Str +2, Dex +4
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands Common but can't speak
Challenge 1/4 (50 XP)

Glazing. The wanderer suffers from *glazing* (see "Appendix A: Diseases").

Hold the Line. While the wanderer is holding a shortsword, other creatures provoke an opportunity attack from the wanderer when they move within 5 feet of it. When the wanderer hits a creature with an opportunity attack using its shortsword, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Undead Fortitude. If damage reduces the wanderer to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the wanderer drops to 1 hit point instead.

Undead Nature. The wanderer doesn't require air, food, drink, or sleep.

Actions

Multiattack. The wanderer makes three melee attacks or two ranged attacks.

Shortsword. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Black Oak of Odunos

Souls who pray to Phenax often get a cocky answer. The trees of the Odunos swamp are actually composed of rotting corpses.

Phenax promised the newly dead souls they would be spared from Erebos. In this, he did not lie.

Black Oak of Odunos

Huge undead, unaligned

Armor Class 13
Hit Points 66 (7d12 + 21)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (–2)	16 (+3)	3 (–4)	6 (–2)	5 (–3)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Damage Immunities necrotic
Condition Immunities poisoned, restrained
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it spoke in life but can't speak
Challenge 1/2 (100 XP)

Glazing. The oak suffers from *glazing* (see "Appendix A: Diseases").

False Appearance. While the oak remains motionless, it is indistinguishable from a normal oak. A successful DC 10 Wisdom (Perception) check in sufficient lighting within 60 feet of the oak reveals it appears to be composed of human corpses.

Necrotic Body. A creature that touches the oak or hits it with a melee attack while within 5 feet of it takes 5 (1d10) necrotic damage.

Undead Fortitude. If damage reduces the oak to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the oak drops to 1 hit point instead.

Undead Nature. The oak doesn't require air, food, drink, or sleep.

Vigilant. The oak can't be surprised.

Champion of Stray Souls

Wandering spirits seeking a more complete return to life might seek out a champion of stray souls. The champion is able to assist them by channeling their soul into a corpse and resurrecting that corpse.

Any creature might choose to take part in the champion's ritual, however. For example, a power-hungry madman could enlist the service of the champion to possess the dead body of a hydra or kraken.

Champion of Stray Souls

Medium undead, any alignment

Armor Class 13 (armor scraps)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands the languages it knew in life, but can only speak certain phrases (see "Limited Vocabulary" below)
Challenge 1 (200 XP)

Cursed Rejuvenation. A dead champion of stray souls comes back to life with all its hit points in 1d10 days unless it dies holding a gold coin.

Glazing. The skeleton suffers from *glazing* (see "Appendix A: Diseases").

Limited Vocabulary. The skeleton is unable to speak except for the phrases "transfer soul" and "yes or no" and must use gestures extensively.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Transfer Soul (3/day). The skeleton touches a willing living target and a dead target that has no soul but has all the other parts needed for resurrection. In the event the living target then changes its mind before the transference can take place, it may succeed on a DC 12 Dexterity saving throw in order to escape the skeleton's touch.

The living target becomes a dead and soulless corpse, but its soul remains living. The soul enters the dead target, which returns to life with hit points equal to amount the source target had.

Once a soul is transferred to a new body, the owner of that soul controls the body. The elements retained by the soul from its old body include the Intelligence, Wisdom, and Charisma scores; alignment; and the benefit of class features. The new body does not retain any of these elements that its former soul had.

If, prior to the transference, the new body had any wounds, conditions, or any type of decay, these persist. Depending on the nature of decay, the new body might have additional conditions at the DM's discretion, such as a fungal or parasitic disease.

Rotted Hulk

An awakened shipwreck rises from the sea as a **rotted hulk**. Amid its shipworm-infested planks are the bodies of dead crewmen.

> The hulk rose from the sea and loomed over the Champion. Pinned beneath the twisting, rotted planks of wood was the body of Kaliaros, the helmsman of her former crew, and beside him the captain, Photine.
>
> —*The Theriad*

Rotted Hulk

Gargantuan elemental, neutral evil

Armor Class 12 (natural armor)
Hit Points 775 (50d20 + 250)
Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (–1)	20 (+5)	5 (–3)	11 (+0)	5 (–3)

Damage Vulnerabilities fire
Damage Resistances cold, bludgeoning, piercing, slashing, necrotic
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 15 (13000 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hulk and can see the hulk must make a DC 10 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hulk is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hulk's Horrific Appearance for the next 24 hours.

Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hulk.

Actions

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 24 (4d8+6) bludgeoning damage.

Servant of Tymaret

The Returned demigod Tymaret kills mortals and recruits them to join his forces. The **servant of Tymaret** represents these individuals.

> Life is most precious to those who have already lost it.

Servant of Tymaret

Medium undead, chaotic evil

Armor Class 15 (natural armor)
Hit Points 22 (3d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	13 (+1)	12 (+1)	15 (+2)

Skills Acrobatics +3, Athletics +3, Stealth +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 11
Languages The languages it knew in life
Challenge 3 (700 XP)

Glazing. The servant suffers from *glazing* (see "Appendix A: Diseases").

Inspired. At the beginning of the servant's turn, if Tymaret saw it bowing to him or his image at any point since the servant's last turn, all hostile creatures within 30 feet of the servant take 9 (2d8) necrotic damage. The servant regains hit points equal to the total damage dealt this way.

Regeneration. The servant regains 8 hit points at the start of its turn. The servant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Undead Fortitude. If damage reduces the servant to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the servant drops to 1 hit point instead.

Actions

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Bow. The servant bows down to any manifestation or statue of Tymaret that it can see. It remains in this position until a different action is used.

Neoli

Escaping Akroan Soldier Neolus

Death isn't for everybody. An **escaping Akroan soldier neolus** represents a departed soldier planning his return.

Suspended State. Whatever the deceased was doing when it died determines what it does while dead. If it died happily and relaxed, it remains happy and relaxed. If it died from decapitation, its body is forever separated from its head. If it died in bloody agony, it is forever bloody and agonized.

A mask forged to avenge a death forgotten.

Escaping Akroan Soldier Neolus

Medium undead (human), any alignment

Armor Class 18 (chain mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +4, Perception +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

Battle Readiness. The soldier has advantage on initiative rolls.

Formation Tactics. The soldier has advantage on saving throws against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Glazing. The neolus suffers from *glazing* (see "Appendix A: Diseases").

Neolus Nature. The soldier doesn't suffer exhaustion from lack of food, drink, or sleep.

Actions

Multiattack. The neolus makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sentry of the Underworld

Skeletal griffins are made **sentries of the underworld**.

Suspended State. Whatever the deceased was doing when it died determines what it does while dead. If it died happily and relaxed, it remains happy and relaxed. If it died from decapitation, its body is forever separated from its head. If it died in bloody agony, it is forever bloody and agonized.

When Athreos gathers the newly dead to be ferried across the Five Rivers That Ring the World, he sends skeletal griffins to fetch those who stray.

Sentry of the Underworld

Large undead (griffon), unaligned

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (–4)	13 (+1)	8 (–1)

Skills Perception +5
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 2 (450 XP)

Glazing. The griffin suffers from *glazing* (see "Appendix A: Diseases").

Keen Sight. The griffin has advantage on Wisdom (Perception) checks that rely on sight.

Neolus Nature. The griffin doesn't suffer exhaustion from lack of food, drink, or sleep.

Actions

Multiattack. The sentry makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Glazers

Even the underworld isn't an escape from death. Die too many times in the underworld, and you become a pile of ash. The more you die, the less you resemble yourself.

Cruel Centaur Feeder

A centaur warped by multiple deaths, the **cruel centaur feeder** has arms like worms that feed on whatever they can reach.

Suspended State. Whatever the deceased was doing when it died determines what it does while dead. If it died happily and relaxed, it remains happy and relaxed. If it died from decapitation, its body is forever separated from its head. If it died in bloody agony, it is forever bloody and agonized.

Cruel Centaur Feeder

Medium undead, any alignment

Armor Class 10
Hit Points 10 (5d1 + 5)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Survival +2
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 10
Languages Sylvan, Common
Challenge 1 (200 XP)

Equine Build. The centaur counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Glazing. The centaur suffers from *glazing* (see "Appendix A: Diseases"). Its exhaustion level is 6.

Actions

Multiattack. The centaur makes three attacks: one with its hooves and two with its feed attack.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

Feed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. The centaur regains that much life.

Returned

Returned, in the most common sense of the word, refers to those who return to the mortal realm by means of the Path of Phenax, the most commonly exploited means for escaping the Underworld realm.

The Returned are true zombies– risen dead who have no recollection of who they are. They are sentient, able to think, learn, and react to stimuli with what is left of their brains, but are not sapient: They aren't self-aware. If an eidolon is like an ethereal jellyfish, a Returned is like a flesh robot.

Path of Phenax. Erebos oversees the realm of the dead, and he uses his coiling whip to bring back any who try to escape. The clever Phenax bathed in the River Tartyx, which had several effects:

- The waters caused his face to disappear.
- With his face gone, his body was no longer able to contain his spirit.
- Requiring both body and spirit, his identity was dissolved.
- With no identity, Erebos could no longer scry him out.

Today, this means of escaping the Underworld is named called the Path of Phenax. Souls who undertake this feat prepare by forging a mask of gold (gold is cheap and commonplace in the Underworld), with the hope it will help them remember anything at all following their tragic sacrifice in Tartyx's waters.

An eidolon and a body are hopelessly separated. Even if they should be reunited somehow, even the wisest of philosophers are uncertain it would be beneficial at all in regaining one's identity.

Returned Centaur

Driven away by his living kin, he wanders mourning through the wilderness, seeking the dead city of Asphodel.

Returned Centaur

Medium undead (returned, centaur), any alignment

Armor Class 15 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	18 (+4)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +4, Perception +5, Survival +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 15
Languages Common, Sylvan
Challenge 1 (200 XP)

Archer's Eye (3/Day). As a bonus action, the centaur can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a melee attack on the same turn, it can immediately follow that attack with a bonus action, making one attack against the target with its hooves.

Equine Build. The centaur counts as one size larger when determining its carrying capacity and the weight it can push or drag.

In addition, any climb that requires hands and feet is especially difficult for it because of its equine legs. When it makes such a climb, each foot of movement costs it 4 extra feet instead of the normal 1 extra foot.

Returned Nature. The centaur doesn't need food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Turn Resistance. The centaur has advantage on saving throws against any effect that turns undead.

Unreadable Face. The centaur is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the centaur's intentions or sincerity are made with disadvantage.

Actions

Multiattack. The centaur makes two attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Hooves. Melee Weapon Attack: one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Returned Child

Medium undead (returned, human), any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 10
Languages The languages it knew in life
Challenge 0 (10 XP)

Returned Nature. The Returned doesn't need food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Turn Resistance. The Returned has advantage on saving throws against any effect that turns undead.

Unreadable Face. The Returned is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the Returned's intentions or sincerity are made with disadvantage.

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Returned Merchant

A **Returned merchant** buys goods from one polis at low prices and sells them in another polis at highway-robbery prices. At the end of the day, the merchant begins its journey back to Asphodel, with its sacks of gold slung over its shoulder.

Due to its now-acharismatic disposition, it couldn't care less that there's a hole in its sack and that the money it worked all day to con falls on the ground behind it. Highway bandits camp out along the road to Asphodel, allowing the merchant to pass only because doing so ensures the stream of income continues.

Returned Merchant

Medium undead (returned, human), neutral evil

Armor Class 10 (14 while carrying gold sacks)
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	18 (+4)	11 (+0)	11 (+0)	11 (+0)

Skills Insight +2, Persuasion +2
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 10
Languages Common, Any two languages
Challenge 1 (200 XP)

Encumbered Flight. When returning to Asphodel from a market, the merchant carries its gold in .5-lb sacks that can hold up to 30 lb. of gold (1,500 gp). (The merchant can carry up to 75 lb., 150 with encumbrance, and 225 lb. with heavy encumbrance. Each level of encumbrance reduces the merchant's speed by 10 feet, and heavy encumbrance causes the merchant to have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.)

Innate Spellcasting. The merchant's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

3/day: *calm emotions*, *enthrall*, *suggestion*

2/day: *compulsion*

1/day: *dominate person*, *mass suggestion*

Returned Nature. The merchant doesn't need food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Trail of Gold. Wherever the merchant walks, one of the sacks it carries steadily spills one gold coin at a time until it is empty, then falls to the ground.

Turn Resistance. The merchant has advantage on saving throws against any effect that turns undead.

Unreadable Face. The merchant is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the merchant's intentions or sincerity are made with disadvantage.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range.

Returned Phalanx

Five Returned hoplites have taken the phalanx formation to a whole new level as a **Returned phalanx**.

They lived in different nations and fought in different eras, but as the Returned, they link arms as one.

Returned Phalanx

Large undead (returned, human), any alignment

Armor Class 12
Hit Points 150 (20d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Str +5, Dex +5
Skills Perception +4
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 14
Languages Common
Challenge 8 (3900 XP)

Hold the Line. While the phalanx is holding a a spear, javelin, or pike, other creatures provoke an opportunity attack from the phalanx when they move within 5 feet of it. When the phalanx hits a creature with an opportunity attack using its spear, javelin, or pike, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Multiple Heads. The phalanx has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Returned Nature. The phalanx doesn't need food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Turn Resistance. The phalanx has advantage on saving throws against any effect that turns undead.

Unreadable Face. The phalanx is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the phalanx's intentions or sincerity are made with disadvantage.

Actions

Multiattack. The phalanx makes ten melee attacks: one with its glaive, one with its halberd, one with its javelin, one with its maul, one with its morningstar, one with its pike, one with its rapier, one with its scimitar, one with its shortsword, and one with its spear.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Javelin. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

"More children taken. This is an evil we will track without mercy."
—Anthousa of Setessa

Returned Pseudamma

Medium undead (returned, human), any alignment

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 10
Languages The languages it knew in life
Challenge 0 (10 XP)

Mode of Operation. The pseudamma died while carrying out an act of vengeance on her cheating husband: killing the children they had together. In her undeath, she carries out this action at most once per day. She targets a pair of human children who fail on a DC 15 Wisdom (Persuasion) saving throw. She leads them into the Tartyx River, where they drown. Exposure to the Tartyx's waters causes the children to become **Returned children**. Out of pity for the children, she gifts each with a Returned mask.

Returned Nature. The pseudamma doesn't need food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Turn Resistance. The pseudamma has advantage on saving throws against any effect that turns undead.

Unreadable Face. The pseudamma is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the pseudamma's intentions or sincerity are made with disadvantage.

Actions

Knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range.

Luring Song. The pseudamma sings a magical melody. Every human under the age of 18 within 300 feet of the pseudamma that can hear the song must succeed on a DC 12 Wisdom saving throw or be charmed until the song ends. The pseudamma must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the pseudamma is incapacitated.

While charmed by the pseudamma, a target is incapacitated and ignores all other sounds. If the charmed target is more than 5 ft. away from the pseudamma, the target must move on its turn toward the pseudamma by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the pseudamma, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this pseudamma's song for the next 24 hours.

Hold Hands. The pseudamma holds the hand of a target within reach that it has charmed. Until the pseudamma lets go of the hand, that target remains charmed and moves with her.

The flesh is dead and the life forgotten, but old habits persist.

Returned Reveler

Medium undead (returned, satyr), chaotic neutral

Armor Class 13
Hit Points 22 (3d8 + 9)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	16 (+3)	11 (+0)	10 (+0)	11 (+0)

Skills Acrobatics +3, Performance +7, Stealth +3
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 10
Languages Common, Sylvan
Challenge 2 (450 XP)

Careless Ramming. While the satyr bears a lit torch, its ram attacks deal an extra 4 (1d8) fire damage per lit torch.

Charge. If the satyr moves at least 15 feet straight toward a target and then hits it with its ram attack on the same turn, the target takes an extra 5 (2d4) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Hedonism. As a bonus action, the satyr can ignite itself. Any objects within 5 feet also ignite, and the reveler drops to 0 hit points.

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Mirthful Leaps. Whenever the satyr makes a long or high jump, it can cover an additional 1d8 feet, even when making a standing jump. This extra distance costs movement as normal.

Returned Nature. The satyr doesn't need food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Sleepless Reveler. Magic can't put the satyr to sleep.

Siege Monster. The satyr deals double damage to objects and structures.

Turn Resistance. The satyr has advantage on saving throws against any effect that turns undead.

Unreadable Face. The satyr is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the satyr's intentions or sincerity are made with disadvantage.

Actions

Multiattack. The satyr makes two ram attacks or two torch attacks.

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Torch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) fire damage.

Returned Siren

Medium undead (returned), chaotic evil

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	6 (–2)	11 (+0)	11 (+0)

Skills Intimidation +2
Damage Resistances necrotic
Damage Immunities psychic, poison
Condition Immunities poisoned
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Dark Devotion. The harpy has advantage on saving throws against being charmed or frightened.

Inspired. At the beginning of the siren's turn, if the siren is singing, every humanoid and giant within 300 ft. of the siren that isn't deafened must succeed on a DC 12 Wisdom saving throw or take 5 (2d4) psychic damage.

Returned Nature. The Returned doesn't need food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Turn Resistance. The siren has advantage on saving throws against any effect that turns undead.

Unreadable Face. The Returned is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the Returned's intentions or sincerity are made with disadvantage.

Actions

Multiattack. The harpy makes two melee attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Silent Song. The siren sings a magical inaudible melody. Humans and Giants within 300 feet of the siren that aren't deafened do not hear the song, but instead experience a slight headache. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

Returned Trawler

Medium undead (returned, human), any alignment

Armor Class 10
Hit Points 6 (1d8 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	11 (+0)

Skills Insight +2, Nature +2
Damage Resistances necrotic, cold
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 10
Languages The languages it knew in life
Challenge 0 (10 XP)

Returned Nature. The trawler doesn't need food or sleep. It thinks and speaks and even feels emotions based on its new experiences, but given its circumstances, those emotions tend to be muted.

Trawl. If the trawler is standing in water, it can spend 5 minutes trawling. During this time, it cannot perform any other actions that require its hands to be removed from the trawling net. It drags its trawling net behind along the waterbed, and becomes full after 5 minutes.

On coming ashore, the trawler has a creature in its net. Roll a d20 to select from this table:

d20	Summoned Creature
1-5	Hopeful eidolon
6-10	Baleful eidolon
11-15	Nyxborn eidolon
16-17	Spiteful returned
18-19	Ghostblade eidolon
20	Battle eidolon

Once on land, the creature is hostile to the trawler and can escape from the net by moving 5 feet.

Turn Resistance. The trawler has advantage on saving throws against any effect that turns undead.

Unreadable Face. The trawler is immune to any effect that would sense its emotions or read its thoughts. Wisdom (Insight) checks to ascertain the trawler's intentions or sincerity are made with disadvantage.

Actions

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range.

Appendix A: Diseases

Acute Pancreatitis

A creature poisoned by *sedge scorpion venom* may become diseased with acute pancreatitis.

This inflammation lasts for 5 (1d10) days or until the creature is cured of the disease. A creature with this disease must make a DC 11 Constitution saving throw every 24 hours; on a failed save, the it takes 1 acid damage.

Glazing

Because on Theros the soul is immortal, the dead suffer from a phenomenon known as *glazing* exists in the Underworld. If a dead body dies, it reanimates at the start of its next turn with 1 hit point per Hit Die it possesses, and it gains one level of exhaustion that can't be removed unless the soul returns to life, at which point all exhaustion gained in this way vanishes. With each level of permanent exhaustion, the soul becomes faded and dull, its eyes glazing over more and more until they are blank, staring pools. A soul that suffers level 6 exhaustion from the continued application of this effect petrifies into a statue called a misera, and it doesn't rise again.

Infernal Food Poisoning

A creature that reaches 4th-level exhaustion while consuming the feast of a **master of the feast** becomes poisoned for 24 hours, taking 2 (1d4) poison damage per hour.

Appendix B: Poisons

Poisons

Here are a few poisons of Theros:

Basilisk Fang Venom (Injury). This poison must be harvested from a dead or incapacitated **basilisk**. A non-basilisk creature subjected to this poison takes 7 (2d6) poison damage.

Basilisk Fumes (Inhaled). This poison must be harvested from a **basilisk**. A non-basilisk creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn, when it takes 36 (8d8) poison damage.

Basilisk Oil (Contact). This poison must be harvested from a **basilisk**. A non-basilisk creature subjected to this poison takes 10 (2d6 + 3) poison damage plus 7 (2d6) acid damage.

Coastline Chimera Venom (Injury). This poison must be harvested from a dead or incapacitated **coastline chimera**. A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Fate Venom (Injury). This poison is used to tip the blades of an **agent of the Fates**. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Gorgon Venom (Injury). This poison must be harvested from a gorgon. A creature subjected to this poison takes 14 (4d6) poison damage.

Graverobber Spider Venom (Injury). This poison must be harvested from a dead or incapacitated **graverobber spider**. A creature subjected to this poison must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Grove Dracon Venom (Injury). This poison must be harvested from a dead or incapacitated **grove dracon**. A creature subjected to this poison must make a DC 16 Constitution saving throw, taking 20 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Nessian Asp Venom (Injury). This poison must be harvested from a **Nessian asp**. A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Nessian Wilds Ravager Breath (Inhaled). This poison must be harvested from a **Nessian wilds ravager**. A creature subjected to this poison takes 7 (2d6) poison damage.

Noxious Hydra Breath (Inhaled). This poison must be harvested from a hydra. A creature subjected to this poison takes 5 necrotic damage.

Nyxborn Viper Venom (Injury). This poison must be harvested from a dead or incapacitated **nyxborn viper**. A creature subjected to this poison must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Riptide Chimera Sting Venom (Injury). This poison must be harvested from a dead or incapacitated **riptide chimera**. A creature subjected to this poison takes 5 (1d10) poison damage.

Riptide Chimera Tentacle Venom (Injury). This poison must be harvested from a dead or incapacitated **riptide chimera**. A creature subjected to this poison takes 5 (1d10) poison damage and must make a DC 16 Constitution saving throw. On a failed save, it is paralyzed until the start of its next turn. On a successful save, it isn't paralyzed but its movement is halved until the start of its next turn.

Sedge Scorpion Venom (Injury). This poison must be harvested from a dead or incapacitated **sedge scorpion**. A creature subjected to this poison takes 2 (1d4) poison damage each hour until cured of this poison.

If a creature below its race's maturity age or having a Constitution modifier of +1 or less is subjected to this poison, roll a d10. On a 9 or less, the creature becomes diseased with *acute pancreatitis*.

Spider Venom (Injury). This poison must be harvested from a dead or incapacitated **nyx weaver** or **immortal spider**. A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Viper Venom (Injury). This poison must be harvested from a dead or incapacitated **viper**. A creature subjected to this poison takes 1 poison damage every minute until cured of this poison.

Appendix C: Spells

Buff
1st-level abjuration

Casting Time: 1 bonus action
Range: 60 ft.
Components: V, S
Duration: Instantaneous

A willing creature within range is imbued with power and toughness. Until the end of combat, the creature gains a +1 bonus to damage rolls and Strength and Dexterity checks, and it gains 4 (1d8) temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the bonus increases by 1 for each slot level above 1st, and the temporary hit points increase by 1d8 for each slot level above 1st.

Exchange Secrets
2nd-level divination (ritual)

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a Returned mask)
Duration: Concentration, up to 1 minute

You and one willing creature both touch a Returned mask of that creature's choice. That creature speaks a secret to you.

The revealed secret is erased entirely from the creature's memory and encoded into the Returned mask. You speak an equally valuable secret to the creature that would have been known by the soul who wore that mask before it lost its memories escaping the Underworld.

False Conscription
1st-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (a red crystal ball)
Duration: 12 seconds

The red crystal ball you are holding becomes wreathed with electricity, and you attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance and has a +2 initiative bonus. When the spell ends, the creature knows it was charmed by you. The spell ends prematurely if the you lose contact with the ball.

Limited Magic Immunity
6th-level abjuration

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (a shield)
Duration: Instantaneous

Choose a creature within range. Until the beginning of that creature's next turn, that creature can't be affected or detected by spells of 6th level or lower unless it wishes to be, and it has advantage on saving throws against all other spells and magical effects.

Manifest at Random
6th-level conjuration

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Instantaneous

You magically produce a random creature or item in an unoccupied space you can see within 120 feet of yourself. The DM determines at random what is produced. That creature or item, in addition to its other traits, has the following trait:

- ***Manifested Nature.*** This creature or item is a 6th-level arcane conjuration spell (in addition to its other types) with no target. Any damage it deals is magical.

Reave Mind
9th-level enchantment

Casting Time: 1 action
Range: Sight
Components: V, S
Duration: Instantaneous

Chooses a creature you see and name a spell. That creature no longer has that spell prepared.

Ritual of Vengeance
9th-level necromancy (ritual)

Casting Time: 1 minute
Range: 500 miles
Components: V, S, M (a piece of paper, a temple or stone altar consecrated to Phenax)
Duration: Instantaneous

You write the name of a person on a piece of paper, then drive a dagger through it, pinning it to a stone altar or temple consecrated to Phenax. That person must succeed on a DC 5 Charisma saving throw or be killed instantly. A person whose name has been used in the last 30 days is immune to this ritual.

Appendix D: Vehicles

Akroan Horse

Vehicle (land)

Type: Vehicle (land)
Cost: 14,000 gp
Weight: 8 tons
Height: 25 ft.
Length: 30 ft.
Width: 7 ft.
Creature Capacity: 2 crew (in head), 28 passengers (in body), totaling approximately 5 tons

The *Akroan horse* is a large cart in the shape of a horse. It carries 30 **Akroan horse soldiers**: 2 in its head and 28 in its body. It is crafted from pine wood and iron and mounted on four wheels. It can be drawn using cables.

Appendix E: Cardnames

Cardnames

Stat Block	Cardname
Acolyte of Karametra	Karametra's Acolyte
Adult mistcutter hydra	Broodmaster Hydra
Aerie worshiper	Aerie Worshipper
Afterparty reveler	Wild Celebrants
Agent of Kruphix	Agent of Horizons
Agent of the Fates	Agent of the Fates
Akroan crusade recruit	Soldier Token created by Akroan Crusader
Akroan horse soldier	Soldier Token created by Akroan Horse
Akroan irregular	
Akroan phalanx hoplite	Akroan Phalanx
Akroan phalanx leader	Phalanx Leader
Ancient mistcutter hydra	Mistcutter Hydra
Anima mundi	Soul of Theros
Anvilwrought Golem	Golem Token created by Hammer of Purphoros
Astronomer	Meletis Astronomer
Athlete	Arena Athlete
Badger	Charging Badger
Bant soldier	Soldier token created by Elspeth, Sun's Champion
Basilisk	Time to Feed
Battle eidolon	Eidolon of Countless Battles
Battlewise Meletian hoplite	Battlewise Hoplite
Blind brawler	Sightless Brawler
Bloodcrazed Akroan hoplite	Bloodcrazed Hoplite
Blossom eidolon	Eidolon of Blossoms
Captain of Kalemne	Kalemne's Captain
Celestial winged bull	Celestial Archon's mount
Centaur courser	Nessian Courser
Cerberus	Wildfire Cerberus
Champion of Iroas	Iroas's Champion

Cardnames

Stat Block	Cardname
Cockatrice	Fleetfeather Cockatrice
Crackler	Crackling Triton
Cronemouth hag	Inspired by a passage from *Mythic Odysseys of Theros*
Cruel centaur feeder	Cruel Feeding
Cursed Pig	Boar Token created by Curse of Swine
Cursed cyclops	Cyclops of Eternal Fury
Cutthroat	Cutthroat Maneuver
Demolok	Nessian Demolok
Devourer	Thassa's Devourer
Disciple of Nylea	Nylea's Disciple
Disciple of Pharika	Pharika's Disciple
Dove	Bird Token created by Ornitharch
Eidolon of Daxos	Spirit Token created by Daxos the Returned
Eidolon reveler	Eidolon of the Great Revel
Elite Meletian skirmisher	Elite Skirmisher
Ephialtes	Ashiok's Adept
Escaping Akroan soldier neolus	Ritual of the Returned
Fanged-Coast siren	Siren of the Fanged Coast
Favored Akroan hoplite	Favored Hoplite
Flamespeaker	Prophetic Flamespeaker
Fleetscourge kraken	Scourge of Fleets
Flitterstepper	Flitterstep Eidolon
Flurrying Minotaur	Minotaur Token created by Flurry of Horns
Forgeborn ox	Purphoros's Emissary
Form artisan	Artisan of Forms
God-favored Meletian general	God-Favored General
Goreseeker	Minotaur Goreseeker
Grove dracon	Guardian of the Grove
Grovedancer	Satyr Grovedancer
Hag tongue	Inspired by a passage from *Mythic Odysseys of Theros*

Cardnames

Stat Block	Cardname
Hamadryad	Booster version of Sylvan Caryatid (promo version uses the sylvan caryatid stat block)
Harpy chick	Inspired by Shrike Harpy
Harpy cultist	Harpy Token created by Abhorrent Overlord
Hart	Great Hart
Harvest Guard	Harvestguard Alseid
Heroesbane hydra	Heroes' Bane
Hind	Golden Hind
Hope eater	Eater of Hope
Hydra body	Face the Hydra rules, Disorienting Glower, Distract the Hydra, Grown from the Stump, Hydra's Impenetrable Hide, Neck Tangle, Noxious Hydra Breath, Strike the Weak Spot, Swallow the Hero Whole, Torn Between Heads, Unified Lunge
Illusionist	Meletis Charlatan
Immortal astronomer	Archetype of Imagination
Immortal boar	Archetype of Endurance
Immortal general	Archetype of Courage
Immortal gorgon	Archetype of Finality
Immortal hulk	Archetype of Aggression
Immortal spider	Spider Token created by Renowned Weaver
Immortal war priest	Cleric Token created by Heliod, God of the Sun
Kiorist	Kiora's Follower
Labyrinth spirit	Spirit of the Labyrinth
Lagonna chronicler	Chronicler of Heroes
Lagonna elder	Lagonna-Band Elder
Lagonna trailblazer	Lagonna-Band Trailblazer
Lamia	Thoughtrender Lamia
Leina Tower hero	Hero of Leina Tower
Leonin ascetic	Enlightened Ascetic

Cardnames

Stat Block	Cardname
Leucrocota	Ravenous Leucrocota
Magnificent chimera	Inspired by Loathsome Chimera
Marble caryatid	Pillar of War
Master thief	Daring Thief
Meadow piper	Satyr Piper
Meletian battlemage	Battlefield Thaumaturge
Mender	Pharika's Mender
Mistcutter hydra broodling	Hydra Token created by Broodmaster Hydra
Monster slayer	Fabled Hero
Monstrous octopus	Sealock Monster
Myriarch	Majestic Myriarch
Nemesis dracon	Nemesis of Mortals
Nessian wolf	Wolf Token created by Raised By Wolves
Nyxborn archon	Celestial Archon
Nyxborn centaur	Centaur Token created by Pheres-Band Centaurs and Fated Intervention
Nyxborn dracon	Erebos's Emissary
Nyxborn eagle	Bird Token created by Aerie Worshippers
Nyxborn giant crab	Thassa's Emissary
Nyxborn giant lynx	Nylea's Emissary
Nyxborn satyr	Nyxborn Rollicker
Nyxborn soldier	Solider Token created by God-Favored General
Nyxborn stag	Heliod's Emissary
Nyxborn unicorn	Noble Quarry
Nyxborn viper	Snake Token created by Pharika, God of Affliction
Nyxborn warhound	Warhound of Mogis
Ox	Yoked Ox
Pheres archer	Pheres-Band Centaurs
Pheres charger	Pheres-Band Battlemaster
Pheres raider	Pheres-Band Raiders

Cardnames

Stat Block	Cardname
Pheres reveler	Pheres-Band Revelers
Philosopher	Wandering Philosopher
Phoenix	Flame-Wreathed Phoenix
Pilgrim of Heliod	Heliod's Pilgrim
Polypharmakon	Curse of Swine
Priest of lies	Disciple of Phenax
Prosopeomancer	Disciple of Deceit
Raging satyr	Satyr Token created by Revel of the Fallen God
Returned child	Zombie token created by Forlorn Pseudamma
Returned merchant	Gray Merchant of Asphodel
Returned pseudamma	Forlorn Pseudamma
Returned siren	Siren of the Silent Song
Returned trawler	Odunos River Trawler
Revel piper	Ecstatic Piper
Rhetoric eidolon	Eidolon of Rhetoric
Satyr Voyager	Voyaging Satyr
Serpent dancer	Serpent Dancers
Setessan warrior	Staunch-Hearted Warrior
Shorethief	Triton Shorethief
Skullcleaver	Minotaur Skullcleaver
Skyspear griffin	Skyspear Cavalry's mount
Soldier of Brimaz	Cat Soldier Token created by Vanguard of Brimaz
Soldier of Heliod	Soldier Token created by Evangel of Heliod
Song swan	Bird Token created by Swan Song
Sphinx arbiter	Arbiter of the Ideal
Sphinx prognostic	Prognostic Sphinx
Sphinx scholar	Scholar of Horizons
Sphinx striver	Striving Sphinx
Spiritbinder	Felhide Spiritbinder
Stormcaller	Stormcaller of Keranos
Stub/maenad	Rollicking Throng
Sun guide	Oreskos Sun Guide
Sunchaser	Impetuous Sunchaser
Tide chorister	Chorus of the Tides

Cardnames

Stat Block	Cardname
Titan of Erebos	Erebos's Titan
Torment herald	Herald of Torment
Torment of Daxos	Daxos's Torment
Tromper	Pheres-Band Tromper
Viper	Pharika's Chosen
Volcano oread	Maddened Oread
Warden	Ephara's Warden
Watch eagle	Eagle of the Watch
Watcher alseid	Observant Alseid
Wave elemental	Elemental Token created by Master of Waves
Wavecrasher	Wavecrash Triton
Wild stub/wild maenad	Wild Maenads
Younghorn	Minotaur Younghorn
Zendikar kraken hatchling	Kraken Hatchling
Zendikar kraken	Kraken Token created by Kiora, the Crashing Wave

Appendix F: Monsters and NPCs by Challenge Rating

CR 0

Aerie worshiper
Akroan mastiff
Badger
Blossom eidolon
Brain maggot
Cursed pig
Dove
Grovedancer
Hag tongue
Harpy chick
Harpy cultist
Immortal spider
Kiorist
Maenad
Meadow piper
Prosopeomancer
Raging satyr
Returned child
Returned pseudamma
Returned trawler
Rhetoric eidolon
Sage of hours
Sedge scorpion
Serpent dancer
Shrike harpy
Sigiled skink
Sigiled starfish
Squelching leeches
Stub

CR 1/8

Cutthroat
Eidolon of Daxos
Gnarled Scarhide
Pheres reveler
Renowned weaver
Satyr rambler
Shorethief
Song swan
Stormcaller

CR 1/4

Asphodel wanderer
Hero of Iroas
Hind
Insatiable harpy
Lagonna chronicler
Leonin snarecaster
Nessian wolf
Nyxborn eagle
Ox
Philosopher
Satyr nyx-smith
Satyr wayfinder
Soldier of Brimaz
Warden
Watch eagle
Younghorn

CR 1/2

Black oak of Odunos
Deepwater hypnotist
Felhide brawler
Felhide minotaur
Fleshmad steed
Forgeborn ox
Lagonna elder
Marauder of Mogis
Nyxborn viper
Oreskos explorer
Phoberos reaver
Priest of lies
Ragemonger
Returned siren
Revel piper
Satyr hedonist
Scholar of Athreos
Tormented hero
Triton fortune hunter
Underworld coinsmith

CR 1

Agent of Kruphix
Akroan skyguard
Baleful eidolon
Bant soldier
Battle eidolon
Cavalry pegasus
Champion of Iroas
Champion of stray souls
Cloaked siren
Cruel centaur feeder
Dakra mystic
Deathbellow raider
Ephialtes
Evangel of Heliod
Firedrinker satyr
Goreseeker
Hopeful eidolon
Hypnotic siren
Illusionist
Lagonna trailblazer
Leafcrown dryad
Nyxborn eidolon
Nyxborn shieldmate
Nyxborn soldier
Nyxborn stag
Nyxborn warhound
Nyxborn wolf
Oakheart dryad
Oracle of bones
Pain seer
Pensive minotaur
Prescient chimera
Returned centaur
Returned merchant
Reverent hunter
Satyr hoplite
Satyr voyager
Shipwreck singer
Skullcleaver
Skyspear cavalry
Soldier of Heliod
Spiritbinder
Spiteful returned
Stonewise fortifier
Sunchaser
Tide chorister
Vanguard of Brimaz
Viper

CR 2

Acolyte of Karametra
Afterparty reveler
Akroan conscriptor
Akroan crusade recruit
Akroan horse soldier
Akroan jailer
Bassara Tower archer
Bladetusk boar
Blind brawler
Boon satyr
Cavern lampad
Chosen of Mogis
Coastline chimera
Cronemouth hag
Dawnbringer charioteer
Decorated griffin
Disciple of Nylea
Dreadbringer lampad
Elite Meletian skirmisher
Escaping Akroan soldier
neolus
Fanatic of Mogis
Fanged-Coast siren
Flurrying minotaur
Form artisan
God-favored Meletian general
Griffin dreamfinder
Griffin guide
Grim guardian
Harvest guard
Hydra head
Kragma butcher
Kragma warcaller
Leina Tower hero
Leonin ascetic
Leonin iconoclast
Nessian asp
Nyx weaver
Nyxborn fire elemental
Nyxborn satyr
Nyxborn unicorn
Pheres archer
Pheres raider
Pilgrim of Heliod
Priest of Iroas
Reckless minotaur
Reckless reveler
Returned reveler
Sentry of the underworld
Setessan griffin
Setessan oathsworn
Shimmerwing chimera
Skyspear griffin
Soldier of the pantheon
Spearpoint oread
Spirespine
Sun guide
Swiftclaw
Swordwise centaur
Thunderhoof
Triton cavalry
Tromper
Warchanter of Mogis
Watcher alseid
Wingsteed rider

CR 3

Aegis of the gods
Akroan phalanx hoplite
Akroan phalanx leader
Akroan sergeant
Basilisk
Battlewise Meletian hoplite
Bloodcrazed Akroan hoplite
Borderland minotaur
Centaur courser
Courser of Kruphix
Crackler
Eidolon reveler
Fanatic of Xenagos
Flitterstepper
Hart
Immortal boar
Immortal hulk
Leucrocota
Loyal pegasus
Magnificent chimera
Master thief
Mender
Nimbus naiad
Nyxborn centaur
Nyxborn giant lynx
Nyxborn triton
Omenspeaker
Pheres charger
Prickleboar
Ravenous brute head
Savage vigor head
Scourge of Skola Vale
Servant of Tymaret
Setessan starbreaker
Shrieking titan head
Stormchaser chimera
Tethmos high priest
Vulpine goliath
War-wing siren
Wave elemental
Whitewater naiad
Wild stub
Wild maenad

CR 4

Akroan crusader
Akroan irregular
Cerberus
Devourer
Everflame eidolon
Favored Akroan hoplite
Flamespeaker adept
Fleecemane lion
Goldenhide ox
Immortal general
Labyrinth champion
Lamia
Nemesis dracon
Nyxborn dracon
Perplexing chimera
Prophet of Kruphix
Rageblood shaman
Setessan warrior

CR 5

Akroan line breaker
Anvilwrought raptor
Celestial winged bull
Chromanticore
Disciple of Pharika
Felhide petrifier
Flamespeaker
Ghostblade eidolon
Keepsake gorgon
Labyrinth spirit
Lifeblood hydra
Marble caryatid
Mindreaver
Monster slayer
Nighthowler
Nyxborn giant crab
Opaline unicorn
Ornitharch
Riptide chimera
Snapping fang head
Torment herald
War oracle

CR 6

Astronomer
Ember swallower
Monstrous octopus
Nessian game warden
Reaper of the wilds
Sphinx's disciple

CR 7

Forgeborn oread
Immortal astronomer
Immortal gorgon
Master of the feast
Meletian battlemage
Sphinx striver
Torment of Daxos
Treeshaker chimera
Volcano oread
Wavecrasher

CR 8

Agent of Erebos
Athlete
Mistcutter hydra broodling
Phoenix
Returned phalanx
Silent sentinel
Sphinx scholar

CR 9

Abhorrent overlord
Agent of the Fates
Daybreak chimera
Hamadryad
Sphinx prognostic
Sylvan caryatid

CR 10

Hydra body
Immortal war priest
Setessan battle priest

CR 11

Satyr firedancer
Sphinx arbiter

CR 12

Anvilwrought golem
Nyxborn archon
Polypharmakon

CR 13

Zendikar kraken hatchling

CR 14

Crystalline nautilus
Hope eater
Rotted hulk
Strait kraken
Vortex elemental

CR 15

Floodtide serpent
Graverobber spider
Pharagax giant

CR 16

Cursed cyclops
Grove dracon
Ill-tempered cyclops

CR 17

Cockatrice
Quarry colossus

CR 18

Shoal serpent
Silent artisan

CR 19

Benthic giant
Captain of Kalemne
Marshmist titan

CR 20

Arbor colossus
Doomwake giant
Nessian wilds ravager
Titan of Erebos

CR 21

Fleetscourge kraken
Outland colossus

CR 22

Demolok
Heroesbane hydra

CR 23

Forgestoker dragon
Gluttonous cyclops
Godhunter octopus
Stormbreath dragon
Thunder brute

CR 24

Spawn of Thraxes
Swarmborn giant

CR 25

Hundred-handed one
Shipbreaker kraken

CR 26

Sun titan

CR 27

Anima mundi
Humbler of mortals
Titan of eternal fire

CR 28

Stormsurge kraken
Zendikar kraken

CR 29

Adult mistcutter hydra
Ancient mistcutter hydra

CR 30

Bearer of the heavens